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THE TURTLES HAVE TAKEN NEW

1 *Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.*



2 *Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.*





Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.



Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES.™



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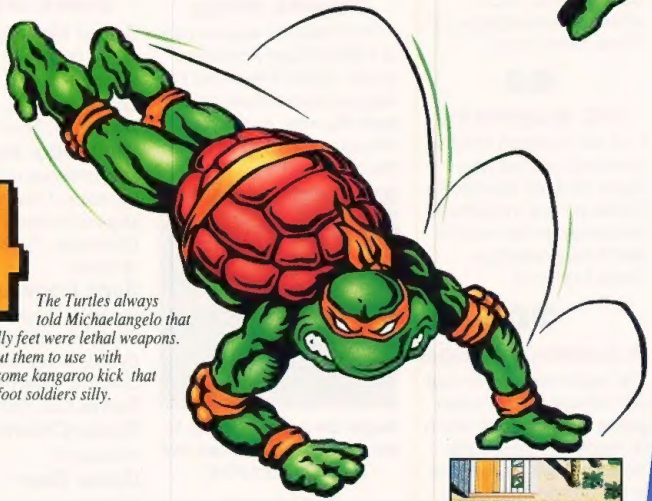


STEPS TO FIGHT CRIME.

3 *The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.*



4 *The Turtles always told Michaelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.*









Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

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APRIL, 1992 • VOLUME 5 • NUMBER 4 • ISSUE 33

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

DEPARTMENTS

8 Insert Coin

12 Letters to the Editor

22 Review Crew

34 Software Calendar

38 Gaming Gossip

42 EG Express

48 International Outlook

60 Tricks of the Trade

78 Next Wave

88 Super NES Times

118 Nintendo Player

128 Outpost: Sega

140 Turbo Champ

144 GameBoy Fan

150 Atari Lynx

160 High Scores

FEATURES

8

The Future is Now?

With the more powerful systems now hitting the market, will they be enough to satisfy the gaming consumer? Are the CD-Rom and 16-Bit systems representative of future technology?

42

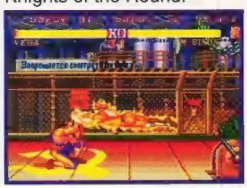
EG Express

Find out the latest information about playing your Game Gear on television. Check out the first pictures and specs on the world's first16 Meg cartridge - Street Fighter 2!

70

Leading Edge

The excitement is non-stop with releases like the four player simultaneous action of Arabian Fight and the helicopter sim Air Release in the arcade from Sega! Also, get the latest info on the newest challenging release from Capcom - Knights of the Round!



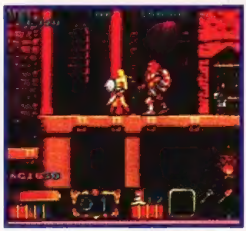


It's almost ready! EGM travels to Capcom to get you the country's first in-depth, coverage of the mega-hot Street Fighter 2 for the S-NES!

152

Super Play

Don't miss the second part of EGM's Super Adventure Island - Super Play. Find the last few bonus rooms and learn the tricks to get you through the ending levels in this super soft!



Magic Sword is coming to the S-NES! Don't miss our special Fact-File!

COVER:

Street Fighter 2 is back for the fifth month in a row! This time EGM has 16 new pages on the S-NES super cart and the phenomenal Champion's Edition for the arcade!! Don't miss it! ***Look different? It is! Capcom has a new Street Fighter 2: Champion Edition!***

88-150

Fact Files:

Super Nes Times: Super Pit Fighter, Magic Sword, F-1 Roc, Top Gear, Spanky's Quest, Rocketeer, Thunder Spirits

Nintendo: Might & Magic-Secret of the Inner Sanctum, Power Punch II, Mig-29, Ferrari GP Challenge, The Blues Brothers

Sega Genesis: Jordan Vs. Bird, Lemmings, Task Force Harrier EX, Earnest Evans, Dungeons & Dragons - Warriors of the Eternal Sun, Sol-Deace

Turbo Champ: Cosmic Fantasy II

Game Gear: Out Run Europa

Neo Geo: Soccer Brawl

Atari Lynx: Hydra

GameBoy: Star Saver, Top Gun - Guts and Glory, Jack Nicklaus Golf

146

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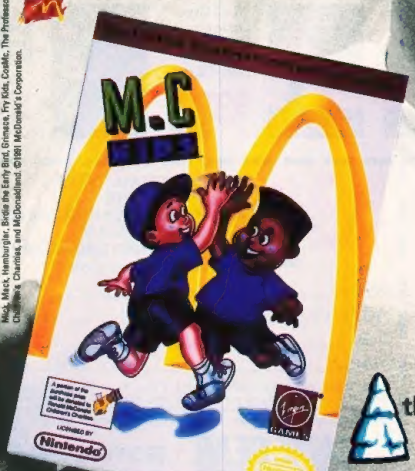
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Copyright © 1992, Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Hi Uncle!



WHAT SHAPE WILL THE FUTURE TAKE?

Lately there has been a lot of talk concerning what roads the video game hobby potentially could take in the months to come, as well as an equally diverse amount of speculation concerning which game formats will take hold in this and subsequent years.

While this argument has been debated in previous Insert Coin and letters sections, it has recently become a hot topic once again. Not since early 1989 have there been so many new types of hardware on the horizon. These range from new formats like the Sega Mega CD, Nintendo CD-ROM and Sony Play Station, to revamped versions of existing technology soon to be unveiled in the Nintendo Color GameBoy and the upcoming NES to Super NES convertor.

Even though it is encouraging to see that the video game industry is still a vibrant business that many perceive have the necessary life left to warrant the costs into such areas, there are other questions that plague my thoughts whenever I hear someone unilaterally placing CD or another technology in an automatic place of preeminence above the current cartridge format.

While these machines of the future are stealing the headlines, cartridge based gaming is making equally impressive leaps. Witness this month's cover story, Street Fighter 2 for the Super NES. This is a game that millions have been waiting for and Capcom is well aware of that fact. But instead of producing a limited version of the arcade super-hit, or trimming the more subtle features to compress the game into a more conventional four or eight megabit configuration, the programmers were instead let loose with 16 meg of memory. The result is a game that, although expensive, cannot be compared to any arcade-to-home conversion ever attempted. Street Fighter 2 is the perfect example of how technology doesn't dictate playability - it's the game that does.

The future is exciting, but when you consider that since Nintendo introduced their 8-Bit system seven years ago there have only been three other companies strongly committed to delivering new game formats to the market (a trend that doesn't seem to be changing much outside of CD-ROM). Perhaps the new technologies will bring with them new game designs that challenge our senses in altogether new ways that Nintendo, Sega and Atari never dreamed of.

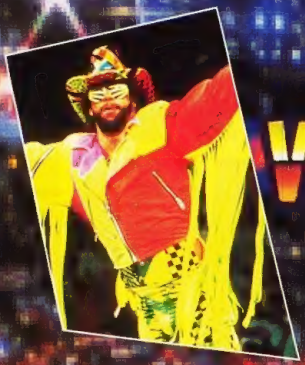
Electronic Gaming Monthly remains committed to the electronic entertainment industry and all of the changes that have yet to come. Whether it's CD-ROM or new mega-carts like Street Fighter 2, EGM will be there with the first news and a guarantee that are viewpoints will always provide you with the info you need to buy the best products and get the most out of them.

I would like to take this time, as I do every year, to invite your opinions and comments on the state of the industry and the manner in which EGM has taken you through the twists and turns of our hobby. This is your magazine and, as we continue to expand onto television and with additional publications, we want to make absolutely sure that the future of video games and our content are one in the same.

Steve Harris
Publisher

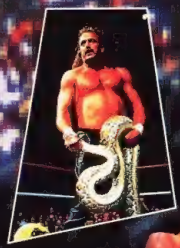
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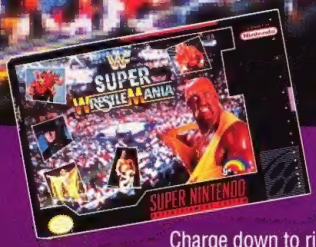
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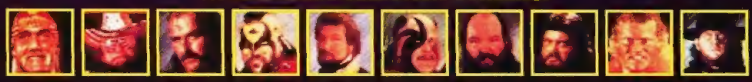
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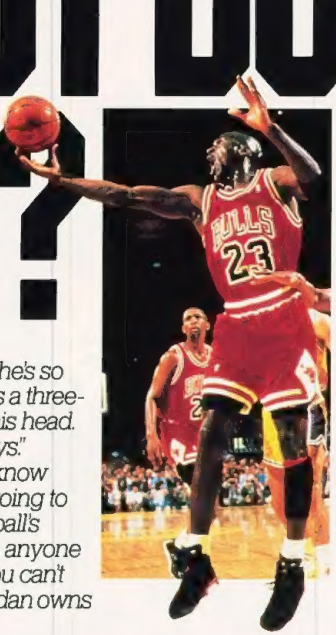


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CAN JORDAN SHOOT DOWN BIRD?





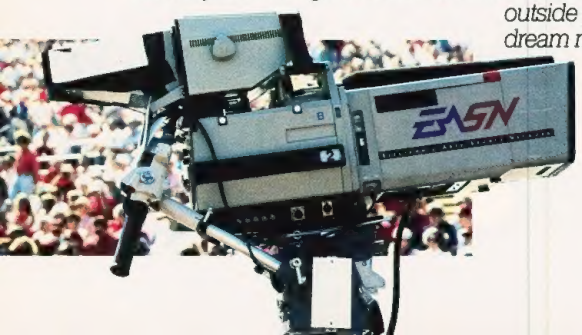
"Larry's scary," says Michael. "Man, he's so consistent, never letting up. The guy's a three-point machine with eyes all around his head. And he can hurt you in so many ways."

Bird: "Michael's unreal. You never know what he's going to do. Basketball's never seen anyone this creative. I mean, when he's on, you can't turn him off. Talk about hang time, Jordan owns the airwaves."

SEGA GENESIS

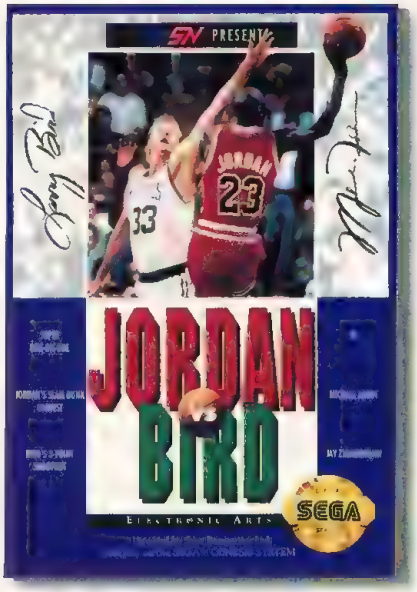
Jordan vs. Bird.™ The game designed by the guys who redesigned basketball: Michael and Larry. They've done everything you can in the sport. Scoring titles. MVP awards. All-Stars. Championship rings.

But they've never gone toe-to-toe like this before. Super One-on-One action. Larry's dead-eye outside game against Michael's explosiveness. The dream match-up anyone would jump through hoops to play. Don't miss what happens when these shooting stars collide.





Jordan and Bird—the modern architects of basketball—co-designed this game. So you know this one's for the record books.



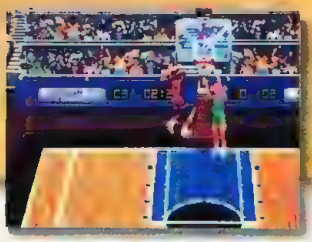
Jordan vs. Bird scores an incredible three pointer: three events in one game. First, there's Super One-on-One. You choose whose shoes you want to play in, Michael's or Larry's. You've got their authentic signature moves, sweet spots, and complete player control. Michael's aerial assaults and steals. Larry's spins and radar shooting. Plus more long range bombs than the Gulf War.

Once you've settled the score, defy gravity in Michael's Slam Dunk Competition. With ten classic Jordan jams like the Helicopter, Leap Frog, Fly Swat, Hula Hoop, and Stretch Air. The more daring the dunk, the more points you earn with the judges and crowd.

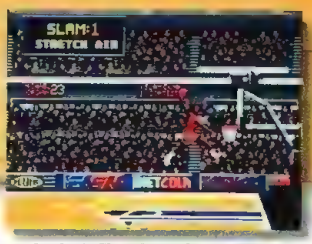
In Larry's 3-Point Shootout, you fly with Bird from downtown. With 60 seconds to sink as many buckets as you can. And money balls count double. Find your rhythm and you might just top Larry Legend's winning score of 22.



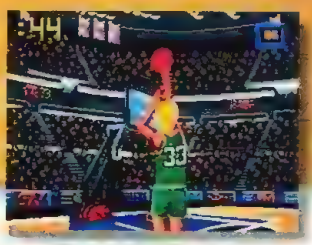
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INTERFACE: LETTERS TO THE EDITOR

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to Interface Letters to the Editor Senda Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148 Due to the high volume of mail received we regret that individual letters can not be answered

MISSING REVIEWS...

I'm writing to ask you about your rating system. It is not on 'how you rate the games but rather, on 'what' you rate. As you may well know, we gamers use your ratings to see what games to buy and what to avoid. And although it may sound too demanding, I don't buy any game until it gets a good review from you guys.

I wanted to ask you: What determines whether you review a game or not? How come there are games like Stormlord or Spiderman for the Genesis that you never reviewed. I bought one of them because it got good reviews from another magazine and I was real disappointed!

I hope you can answer these questions for me because I am sure that I am not the only one who waits for your game reviews.

Ruben Alanis
Mc Allen, TX

(Ed. Thanks for the compliment Ruben. We have to admit that our reviews sometimes get rather blunt, but there are a lot of bad games out in the stores. Unfortunately, because our review crew is so honest some companies have stopped sending us review copies of their games. If players see a certain game getting 3's it is quite possible that these reviews may influence sales of that game. On the other hand, if a game gets 8's or 9's then sales could be affected in the other direction. Even though we expect a lot from games, we do have four reviewers, each of which has different tastes. Players can usually relate to one of the crew and, for instance, if a person likes fast action games then Martin's reviews are best. If quest or RPG's are the type of game you like then Ed's comments are important. This wide variety of interests also gives game companies a fair review of their product. Some companies would rather just see a lot of happy icons though. Once in a while some games actually do fall through the cracks as release schedules get shifted, product gets changed or there are just too many games coming out in any one month.)

ZELDA 3...WHEN?

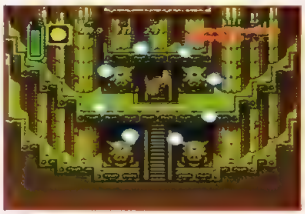
I wish you guys would make up your mind. I have been watching your Zelda 3 coverage very carefully, and while it is the best of all the magazines, what really irks me is when you say it is coming out at a certain time and it doesn't. Probably the worst case is Zelda 3 as you have been saying it would be coming out for the last 6 months. When will it really be coming out?

Paul Main
Nampa, ID

Come on fellas. Is it really that hard to get the release date correct for the new games? I have seen the Japanese magazines and they are able to nail down the game release to the day! What is the story?

Chris Circo
Rutherford, NJ

(Ed. When it comes to game releases, it is as frustrating to us as it is to you when titles get pushed back month after month. Such is the case for Zelda 3. The game has been translated for quite a while now but we understand that Nintendo is continuing to make changes to it. Every month their people tell us that it is coming out the next month and now an April release seems somewhat remote. Perhaps in May. The Japanese release schedule is entirely different than the U.S.. Everything is done in Japan and schedules are a lot easier to be made, and kept.)



Zelda 3...pushed back to late Spring.

ACTION REPLAY IN U.S...!

I had to write to tell you that I have just purchased the Action Replay from a company in the U.S. It is Coast to Coast Technologies in Florida. You may want to tell your readers about this store. By the way, the Action Replay works great and it helps me blow through some of the harder games!

Josh Erbil
Harvest, AL

(Ed. Thanks for the info Josh. The complete address for this company is: Coast To Coast Technologies, 580 Cape Cod Lane, Altamonte Springs, FL 32714. Their phone number is 1-800-962-0494. The Action Replay is selling for $79 and when you purchase the product you will get 12 monthly issues of their Gamebusters magazine free. This mag contains all of their newest codes and will keep you updated each month.)

YOU ASKED FOR IT!



NOW IT'S BOSS VS. BOSS.

Responding to thousands of phone calls and letters from players in America and Japan, Capcom has added new features to the Best Game of '91 that are sure to heat things up all over again in '92!

For starters: Four new characters to choose from! The original cast of eight is back as well, but even tougher... and one has a new move!

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VES



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uh? Well, if he doesn't slice
o other voracious creatures
ou for lunch. Burp.

NTASY II

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SQUARE

MORE NEO-GEO...

I am very pleased with the changes that you have been making to your magazine. It is much easier to read and it just looks better. It is good that you haven't softened your review crew and your new products information [EGM Express] is months ahead of everybody else. You haven't reached perfection yet as I have the Neo-Geo and your coverage of that system needs work. Since neither of the other two magazines have regular coverage I am relying on you to help us out.

Jake Thompson
Louisville, KY



Andro Dunos is on its way for the Neo-Geo.

(Ed. No sooner said than done Jake! It took a while but starting with this issue we have the first of our Neo-Geo fact files. Turn to page 143 for a spread on Soccer Brawl.)

DARIUS FROM KONAMI?

I'm confused. I read in another magazine that Konami is making a CD version of Darius for the PC Engine. They say that it is Konami's first CD game for that system. In your magazine you say that Gradius was their first game. I thought that Darius was a Taito game because the Super Nintendo version is done by Taito. Is Konami doing something different in Japan. Since you have the international game coverage, what is the answer?

Mark Mayers
Philadelphia, PA

(Ed. You're right, Taito has Darius and Konami has Gradius. No secret deals are going on between these companies. No smiling faces either.)

STREET FIGHTER 2 GLITCHES

Hats off to the first magazine who knows what a good arcade game is. Your Street Fighter 2 coverage was right on the money and whoever (Sushi-X?) wrote the strategies really knows the game. It's interesting that a couple of months after you do it, others are copying your work. One thing you didn't do though, is cover the 'freezes'.

Rob Shields
Eugene, OR



The legendary Guile Freeze is just one of many tips sent in.

I just read your February magazine and it is awesome. In the SF2 part it said to write a letter if I find any secrets. There are some which you haven't talked about. While using Guile, I found a way to freeze and handcuff your opponent.

Brian Gray
Santa Ana, CA



The seemingly unbreakable Guile Handcuffs are escapable...

(Ed. Since we published our request for new SF2 moves and tricks, we have received over 500 letters talking about everything from program glitches, like the freezes, to Guile's gun hiding in his boot! Most were just rumors, but the freezes are very real. We knew about them when we began the article, but have refrained from publishing how to do them as they can actually be harmful to the machine. These bugs have been removed from all new versions of Street Fighter II beginning with the Version 4.0 motherboard. Another famous Guile glitch is the Guile Blackout which actually resets the game (and causes you and your opponent to lose your credits). This has also been eradicated. It was also possible to reset the game with Dhalsim. Dhalsim could also turn invisible, Ken and Ryu have an endless hurricane kick where they continually spin across the screen until they get stuck in the corner. Another brilliant Guile handcuff glitch is playfully termed the Magic Throw in some circles. This is just one method to escape the Guile Handcuff. The frozen character can also initiate his/her own escape without being thrown. The boss characters are not available for use anywhere except the new Champion Edition of Street Fighter II. Any instances of 'instant' special attacks, ie. Blanka's Roll, Chun Li Wind Kick, are all built into the game as 'random moves.' This means the computer will suddenly throw in a special attack instead of a normal move. It is possible to throw a Sonic Boom without charging immediately after throwing an opponent. Missile attacks such as Guile's Sonic Boom cannot have more than one occupying the screen at one time. The computer may throw them out extremely fast, but they are not that fast! Another beauty of a rumor floating around nowadays is that Street Fighter III is already in arcades around the world. This is completely unfounded, and the game most people are referring to is actually SNK's brand new Neo Geo title, Fatal Fury. Street Fighter III is still on the drawing boards, and you will hear more about it as soon as we do! Believe us when we say we have found everything there is to find in this truly incredible game. Combinations and cheap shots are not really tricks, but techniques. In the future, be forewarned that rumors are usually just rumors, unless you have actually seen it happen and can get proof that it exists. Few rumors turn up true, even we can be wrong. By the way, the new board does have one new feature. More on that later.)

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CIRCLE #109 ON READER SERVICE CARD.

PLAY GAMES FOR A LIVING!

I am an 18 year old freshman at the University of Rochester. I have been playing games ever since Pong and have always had a dream of one day playing video games as part of my job when I was older.

I always like to read EGM cover to cover and can never wait until the next issue. I always like to find out what is new in the gaming world and EGM is my major source of information. All of my friends know how much I like games and how good I am. They are amazed at how fast I finish games. The more I think about this, the more I believe that my dream has a chance to some day become a reality. What I want to do is major in Japanese and some how become involved in the video game industry, and possibly working as a Japanese consultant for EGM (like Sushi-X).

Is it possible for me to do this? If it is, would I need to take other courses outside my major? Please help my dream become a reality.

Luciano DiGeronimo
Fair Lawn, NJ

(Ed. Thanks for your interest in our magazine. You have already touched on some of the most important skills needed in this industry. Playing games is obviously the most important and, at least if you want to work for us, you have to be able to pick up a game and walk through it in a matter of a couple of hours. Computer skills are also important as our assistant editors are the ones who do the page layouts and take the photos. We believe, like you, that game players have the best idea as to what other game players want to see in a fact file. The IBM is a good machine but the best work is now being done on the Mac.

It's not all fun though. Long hours and 6 to 7 day work weeks are the rule here especially when we are working with the shortest lead time in the industry. On the other hand, our editors are not ones who just sit behind their desks and wait for the news to come to them. It is very seldom that everybody is in the office at one time as someone is always flying off on a story. Frequent trips to Japan and London are nice perks in any book! If you want to be an editor it is also important to know that Darius is a Taito game, and you will have to live in the Chicago area. Unlike other mags who have dozens of freelance writers spread throughout the country, everything (except Sushi-X) is kept under one roof here at EGM.

It sounds like you are the kind of player that we would want on our staff some day. Keep in touch!)

MEGA-CD ENCRYPTION... PRO...

It is about time one game company wises up and finally locks out the foreign games. Most of them are off the wall hard core RPG's or games which sooner or later come out over here anyway. I will gladly take a Batman 2 over a strange looking 3 x 3 Eyes. Good job Sega!

Brendon Shires
New York, NY

AND CON...

I would like to respond to your editorial about giving up Japanese conversions for American games based on movies and TV shows. Truthfully, I would much rather play "Lunar - The Silver Star" than have to settle for a "Toejam and Earl" CD game. From my experience with both Japanese and American games, I can honestly say that Japanese are tops! Could you possibly imagine a full motion video intro for a "Home Alone" CD, or a rerun of "Star Control" with Zero Wait State?! Oh, Glee!! I can hardly wait!!

Hey Sega, trust me, you would do a lot better if you worked on translation rather than programming. And I swear, the second an "All My Children" CD/FRPG comes out I will melt down my Genesis and use the plastic as my new GameBoy stand!

Angel L. Quinones
Jersey City, NJ

(Ed. Ever since we broke the news in the U.S. about Sega's intent to lock out foreign CD's, letters started pouring in by the hundreds. Right now it is running about 90% against encryption and 10% for it. What do you think? Should Nintendo do the same thing with their CD machine?)

STREET FIGHTER 2: CHAMPION EDITION?

Your February issue on Street Fighter 2 was hot. I've been playing for a long time and I agree with you that the rumors like Guile throwing his comb are a joke. However I have heard rumors from some reliable friends that some of the Street Fighter 2 machines had a tournament mode built into the game. Can you find out if this is true?

Hubert Cheng
La Jolla, CA



Note the red Chun Li in Street Fighter 2: Champion Edition!

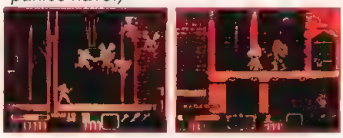
(Ed. Have you thought about working for us as our West Coast spy? Just joking. You are right though, Capcom is working on an enhanced "Street Fighter 2" arcade game. It is called Street Fighter 2: Champion Edition. Last issue we broke the news on this hot new SF2 arcade game and this issue you can see what it looks like. Don't miss the special coverage starting on page 100!)

THE LATEST INFO!

You probably won't answer this but I would like to know how you get your info months before everybody else does?

Bill Rodgers
Winnipeg, Manitoba

(Ed. Going straight to Japan certainly helps. Sometimes we get info even more current than what the U.S. companies have.)



The U.S. Magic Sword pix (left) doesn't even have the score. The same info from Japan shows a nearly completed game!

WHAT FOUL?!



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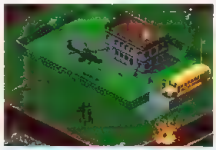
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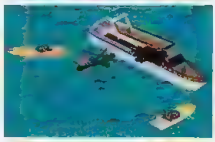

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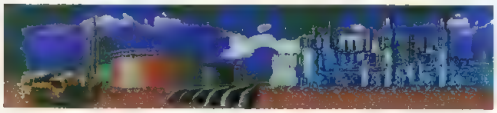






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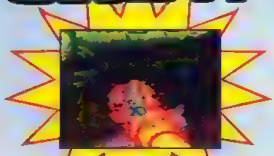
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REVIEW CREW



GAME OF THE MONTH

CONTRA 3: THE ALIEN WARS

With the most incredible examples of truly how powerful the Super NES really is, Konami's Contra 3: The Alien Wars not only challenged even the most die-hard action aficionados in the EGM offices, it also blew our minds with level of graphic and programming complexity that few home games have ever managed to display! A tip of the hat goes to Konami for proving once again that few know games as well as they do!



STEVE With no challenge to be found on the home front, the big cheese(head) has set his sights on the arcade Smash sequel, Total Carnage!



ED What, him worry? Not when he's got his hands on the best the Super NES has to offer! **Soon**er or later he'll beat Ryu!!!



MARTIN Will someone tell him to quit calling Andrew for tips! Seriously, our game pro is hot on Contra 3, but has anybody got a band aid?



SUSHI-X Sushi-san, fresh from slicing and dicing the best of the worst from CES, is taking a vacation with Street Fighter 2!



The tale of two green berets continues in 16-Bit fashion! Once more, the forces of Red Falcon have returned from the deepest reaches of space to terrorize the planet Earth! This time, our favorite heroes will have their hands full with bosses that encompass the entire screen, awesome Mode 7 effects, two weapons at one time and the Mother Brain itself! Contra III: The Alien Wars is a direct hit!

This game is not only the hottest action game to appear for the Super NES, it's the best thrill for the buttons to come along for any system in some time. Taking the Super NES to the max, this game has full screen rotation, incredible Mode 7 Bosses, incredible graphics and sound as well as game play that won't quit! Awesome!

You can't do an action game much better than this. Konami has packed a lot into Contra 3 and it shows! From the incredible Boss encounters to the overhead rotational levels, this cart has challenge as well as eye-popping visuals. The game play is still Contra but in a suit like this the game has never looked better!

This cart is the perfect example of how a 16-Bit game should be. The Mode 7 is incredible and the bosses are huge. The graphics are arcade quality and the music and sound effects are mind-blowing. The game play is near perfect and the difficulty is just right. The game is a total trip from beginning to end. I want more.

Contra III: The Alien Wars is exactly what a 16-Bit title should be. The graphics are excellent, especially with the abundant use of Mode 7. The music rocks when hooked up to a stereo, and the control has a special feel all its own. The perfect difficulty settings and the multiple endings, kept me coming back for more.



Racing takes on a whole new dimension with F1-ROC (Race of Champions). Race against the best drivers in the world through 16 different tracks from countries spanning the globe. Customize your car to your liking, starting from the suspension to an ultra-powerful nitro booster! View your car stats and prepare to race. Once on the track, get ready for the ride of your life! This kind of excitement is not for the meek.

This is a good example of a game design that spent more time working on the options as opposed to the actual play mechanics. The end result is a cart that looks good and provides a wide variety of customizing features. But once the race actually began I had the feeling that most of the up-front features were wasted.

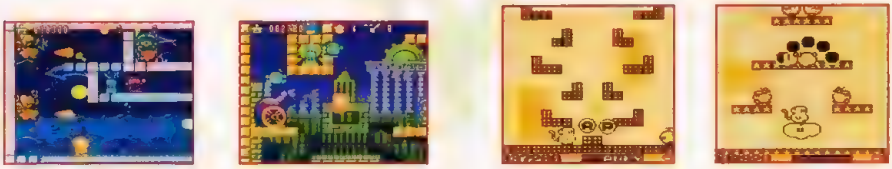
This racing game has plenty of spice and not a bad bit of action to boot! The most noticeable feature of this cart is the manner in which you are given complete control over your racer's performance and the roadways on which to race. There are some racing overlights, but overall this game provided some thrills.

This cart does a great job of adding features and options that make the game play more interesting. I like building your own car, but after you run through all the cool options it's really not that great of a racing game. The graphics are good and the sounds are realistic but the game play is frustrating and control is minimal.

F1-ROC takes a little getting used to, but after a couple of races it becomes fun. The customization option is a brilliant function, and the numerous tracks add a wide variety of racing action. I only wish the overall graphics had been drawn better, with some decent explosions or something. As it is, the package is flat.

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SUPER E.D.F.



Super E.D.F. is a 16-Bit ready to take on all new comers! This brave shooter features 8 different weapons to power-up five times by destroying enemies. After hitting a certain number of opponents, your power level will increase. If you reach the fifth level and manage to fill the meter, you will receive another shield. The action does not get any better! Fight large round bosses and save the planet as the Earth Defense Force!

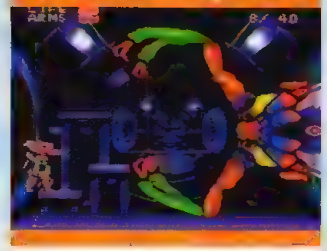
I'm a real fan of side-scrolling shooters, but there are subs[illegible] problems with the execution of Super EDF. First of all, the game offers little in the way of variety within each round. The backgrounds and enemies (which are extremely small) are repetitive. The weapon power-up is unique, but overall I wasn't impressed.

This shooter has a lot of potential, much of which is realized [illegible] the nice graphics and a varied compliment of weapons. Although there's a lot to choose from, you're severely limited in changing weapons. There's also slow-down in many regions, which is hard to explain considering the small size of the enemies.

Jaleco really impressed me with this cart. I liked the different [illegible] and the variety of power-ups was incredible. The graphics are very good and use a lot of Mode 7 effects. The music isn't bad but doesn't seem to fit the mood. While the game play is good, there is some slow down when the action heats up.

This shooter is excellent! I had a lot of fun with Super E.D.F. from start to finish. You won't believe some of the Mode 7 effects in here! The music is the only area that could have been better. Just wait until you see the large mother ship scale in from the distance! Even the base scales in as you make your last attack!

XARDION



Welcome to the Alpha-1 Solar System, home of three intergalactic travelers known as Triton, Alcedes and Panthera. These cyborgs have been dispatched by the Alpha-1 Representatives to stop a war raging between three planets. The invaders from the star NGC-1611 are winning, but you can stop them! Xardion throws tons of cybernetic fun your way while you trounce the enemy as any of the three super robots.

Xardion could have been the much needed action/adventure [illegible] that the Super NES has so far lacked. And while we get an interesting premise with some nice options available, such as alternating between three separate characters, the overall control, speed and technique leaves much to be desired.

While Xardion is not an intense, high speed cart, it does have several original features that let it stand apart from similar titles we've all seen before on the NES. In addition to allowing you to control a cast of three characters that are each endowed with their own abilities, the game challenges the mind with a great quest.

This cart has a few cool features but there is just not enough to impress me. The graphics are good but they're really choppy and the weapons are lame beyond belief. The game play is OK and changing your form is cool but the game has a lot of neat ideas that never seem to be executed correctly. Only average.

Xardion is a relatively original game, but it lacks in a couple [illegible] intensity and control. The controls are choppy and the enemies don't exactly fill the screen. Otherwise, the concept is awesome, and the execution is better than average. It might have been cool to see the robots transform into each other though.

BUCKY O'HARE



He is a hare with a flair for a dare! Bucky O'Hare is the newest super space hero to rock the star charts! Bucky and his crew, Blinky, Deadeye, Jenny and Willy are attacked by the Toad Clan and only Bucky escaped in time. Now, Bucky must rescue his friends trapped on four hostile planets. After rescuing each crew member, they join his awesome quest to end the Toad threat. It even has a cool password feature!

While you'll find a lot of features in this game reminiscent [illegible] games, the overall package that Bucky O'Hare delivers is on target. Although the difficulty is a little on the tame side, the overwhelming assortment of power-ups, enemies and settings this game provides more than make up for its shortcomings.

Another winner from Konami! Bucky O'Hare proves that [illegible] Nintendo can still play a great game [illegible] at least when Konami's at the helm! Take your standard action title and expand it with more power-ups, more enemies and better play mechanics and you've got the idea! Plenty of technique from beginning to end!

This is what video games are all about. The game play is [illegible] great. The graphics are not 16-Bit quality but surprisingly there is a lot of parallax scrolling. The different characters are awesome though and you can fly, climb walls and more. This game is a great fun from beginning to end!

The NES lives! Bucky O'Hare brings the Nintendo Entertainment System to life as its colorful graphics and sharp controls light up the screen. Talk about power-ups! The variety and challenge is ever increasing for beginners and experts of video game action carts. Bucky should hop his way to NES machines everywhere.



CIRCLE #110 ON READER SERVICE CARD

NES - Seika

F1-HERO 2

Theme: Racing Available: Now
No. of Levels: NA Megabits: 2



The NES has been lacking many racing titles for a long time...until now! Now, we have the sequel to F1-Hero, a Famicom favorite, F1-Hero 2! Push your car to the limits as you zoom around corners at back-breaking speeds! The first challenge is to merely qualify for the big race. F1-Hero 2 will keep track of your position throughout the race, and you can even pick a manual shift for real accelerating power!

This driver, like others that have been offered on the NES, is limited in many ways but also delivers some thrills. If you've played other drivers you won't really find much in the way of innovation here, but the action does come at a decent pace and the graphics are adequate. Not the best, not the worst.

This racer goes where all others have gone before. It is marginally better than most and, while it has some good options it falls short on holding a person's interest. The split screen two player head-to-head version is the most challenging to date and brings something to an above average score.

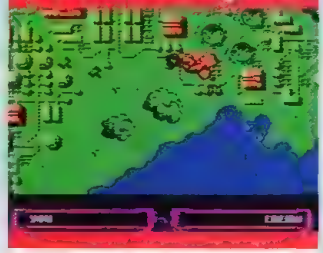
F-1 is a good driver for the 8-Bit. The graphics are nothing to shout about but the game play is actually very good. There are a number of different tracks and plenty of options to choose from. The only thing that bugs me is that 8-Bit drivers are all the same to me and I rather not play them. Only average.

F1-Hero held my interest for a little while, but it quickly became tedious and frustrating. The idea was fundamental, but the execution just lacks appeal. The graphics are blocky and the controls non-existent. The NES really needs a high-powered racing title, but sorry to say, this game just doesn't qualify.

NES - Virgin Games

OVERLORD

Theme: Simulation Available: Now
No. of Levels: NA Megabits: 2



Ever wanted to develop an entire solar system to your liking? Now you can, with Overlord from Virgin Games! This simulation lets you take control of a pilgrimage across the galaxy. You can buy atmosphere processors, farming equipment and protect your planets from invasion. Once a planet has been inhabited, you must control the government to avoid plagues, rebellion and hunger. Beware of renegade ships!

This type of game is similar to other popular computer titles that let you become the creator of civilizations. This game has a more laid back approach however, which benefits it greatly. Even in some battles, the need for weapon systems and other options any galactic ruler would need and you get a decent simulation.

A good concept for a game and well executed version also. While the average person will get overwhelmed immediately with all the options and icons, the game really begins to get moving once you've read the instructions and understand how complex this can really is! Not for the action crowd, this one requires brains.

Overlord is an interesting game. It is a COMPUTER game through and most computer ports to NES are not very exciting. There is a lot to do and the game is very involving but all I really found was a bunch of subscreens filled with click-on icons and a little action that seemed like an over glorified Missile Command.

Overrlord starts out as a highly interesting game. Wow! You can create worlds and oversee their development! Well, if only it were that easy. This is a title that clearly screams to put onto 16-bit machines due to the complexity and graphics required to make it mind-blowing. As it is, it loses before it from the moment go.

Genesis - Electronic Arts

DESERT STRIKE

Theme: Shooter Available: Now
No. of Levels: NA Megabits: 8



It's not over 'til it's over! Just when you thought peace reigned over the middle east, U.S. Forces are needed to return to the Gulf in another Desert Strike! Command a military attack chopper as you raid enemy fortifications, rescue your spies and destroy enemy supplies! Your main concerns are the anti-aircraft installments and your fuel supply. You may have to return to refuel many times before you finish a mission.

I really like the look of this new combat action game a lot. The overall perspective allows the user to show off a new dimension of depth you don't find in similar carts. The action is a bit slow and never develops much intensity, but the storyline and sub missions make this a top notch shooter/action title!

Desert Strike combines the thrill of rescuing hostages on missions that everybody can relate to. The missions aren't easy to complete but with practice they aren't impossible either. Great graphics set in a perspective that's not often seen in a video game. A bit too slow for me but still has a timely plot that keeps you going.

Desert Strike is an original idea for a shooter. The 3/4 perspective is cool but the game play is kind of choppy. I like to rescue the hostages and the different missions are good but there isn't anything to rave about. The graphics are good and the sounds are good. An above average cart that breaks the shooter-mold.

It had to happen. Just when every started to forget about the war in the Gulf, someone had to go ahead and capitalize on it. It is a great shooter with realistic game play and controls, sparkling graphics and crisp sounds. Had it been named Chopper Strike or something else, it would be cool. Let's not get cocky about war.

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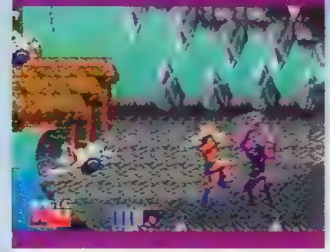
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CIRCLE #110 ON READER SERVICE CARD.

Genesis - Sega

GOLDEN AXE II

Theme: Action Available: Now
No. of Levels: 7 Megabits: 4



Death Adder is back, and only the magnificent three warriors of the realm have even the slightest chance of stopping him! Death Adder has stolen the Golden Axe once more, and this time his minions are twice as powerful as before. Choose from Ax Battler, Tyris-Flare or Gilius Thunderhead, each powered by his or her own special brand of magic.Play with a friend, or take on evil alone. Good luck!

The usual goal of a good sequel is to try and offer something new and different to game players who enjoyed the original. While Golden Axe 2 is not a bad game, it didn't have anything that could be termed awesome. There are some new features, but overall this is Golden Axe with some new scenery and enemies.

If you liked the original Golden Axe, like I did, then you'll enjoy this update that features new characters, graphics and some nice graphics for the Genesis. Although the action has remained faithful to the original in most respects, the addition of new options improves upon the original in many ways

Axe 2 isn't a total let down but it shows little or no improvement over the first. The graphics detail is lousy and the animation is lacking. The game does add a few new features that make it more fun to play You can throw enemies into each other. The only thing that was improved is the magics. Even the music isn't as good

I was slightly disappointed with Golden Axe II. The sound effects are absolutely horrible, and the graphics, while well drawn, were poorly animated. Even the ending was a let-down. The new magics and special moves are cool, however, and the good play control helps to keep the game respectable. It should be better.

Genesis - Renovation

SOL-DEACE

Theme: Shooter Available: Now
No. of Levels: 6 Megabits: 8



Once more, the Earth is in peril! A hostile race of aliens is attempting to destroy the solar system and collect the energy of its aftermath. Pick special weapons and attach them to any part of your ship to customize your fury. Even try out different weapon combinations to really devastate the alien forces! Be prepared for awesome cinema displays and enormous round bosses to light up your screen with smooth ambiance.

This shooter appears to be inspired by Hellfire and other shooters that give you killer firepower and let you use it on hundreds of enemies of all shapes and sizes. The Bosses are immense and animated in with an incredible amount of movement and ferocity. A good shooter that fans of the genre should pound on.

Sol-Deace has it all from great graphics to fast-moving action to a wide array of weapon enhancements. This is every blaster fan's dream come true. While you will notice some slowdown over game play gives you a galaxy armada to go up against. From the smallest enemy to the largest Boss, this game is a winner!

This is really a cool shooter I was spoiled by playing the CD version so of the course I wasn't impressed by the sound or the lack of cinema display. Otherwise this cart packs a punch and has the intense game play that most shooters are lacking. Sad to say though, the flicker and slow down is most abundant.

This shooter has intensity; I will give it that. The graphics are excellent, the music can jam a little and the control is way above average for shooters. All in all, Sol-Deace is a really well-rounded game, solid through-and-through. It is not the best, but possibly a contender. One question. why the name change, really??

Genesis - Accolade

THE DUEL

Theme: Driving Available: Now
No. of Levels: NA Megabits: 8



Get ready to go on the joyride of a lifetime. Here's your chance to try out three of the hottest cars ever designed on the face of the planet. Feel the raw power as you get behind the wheel of the infamous Ferrari F-40. Thrill to the high-end technology of the Porsche 959, one of the most advanced cars in the world. If you're into brutal acceleration and the style that could only come from Italy than unleash the Diablo.

This game does possess features not usually found in racers like out running the cops), but the overall presentation is rendered in a less than average manner The roadway is drawn poorly, the other cars lack smooth animation and the sound effects are equally poor. An overall lack of action adds to this cart's troubles.

I would believe that the Genesis is capable of being able to produce a good racing game but this one seems to be lacking the excitement. You have to sense the speed and to have some fear of taking a curve too fast. Test Drive is fun but with these exotic cars the game should be thrilling and it isn't quite there.

I am totally disappointed The choice of cars is good but how can you leave out great cars like the Vector and the Koenig Testarossa? The graphics are choppy and the game play needs work. Even the sounds have been trimmed back and fall short of the computer version. Cool idea but not quite there.

Too little to late, I say. Give me a game with all of the hot cars like the Vector and other missing monster machines. On top of that The Duel seems to fight through each scene to keep the graphics from disrupting. The sound effects are lacking realism, something racing fans love and desire.

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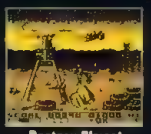
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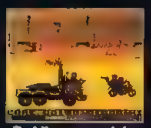
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CIRCLE #150 ON READER SERVICE CARD.

Genesis - Accolade

SUPER OFF ROAD

Theme: Driving Available: Now
No. of Levels: 16 Megabits: 4



The popular arcade game has found its way to the Genesis. Get ready for rough off road action as you take on three other racers through 8 of the most grueling tracks in the world. Collect money and nitro power during the race to improve your performance. In between rounds you can buy engines, tires and other enhancements to create an edge over the opponents (computer or human) and race to victory!

This game takes on a special feel when it's played by two, but it suffers from its own it has its own set of strengths and weaknesses. While the tracks are all drawn nicely, the cars are exceptionally small and hard to control in certain areas. The game also becomes unplayable after your first loss since no new parts can be bought.

All-in-all an excellent version of the arcade game. This version is easy to control, fun to play and challenging to boot! Perhaps too challenging though as once you lose it is nearly impossible to come back. Still, as a two person game the cart is great and lots of fun as the competition can get nasty even between friends.

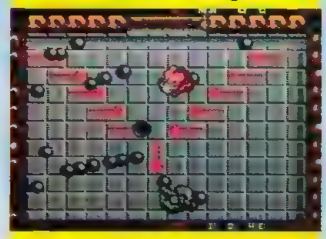
This is a hard game to bring to a home system. The graphics are tiny and the music is annoying. The game play is almost uncontrollable and the opposing cars pull some real cheap stunts. I like the coin-op version of the game but his cart is lacking in too many areas to be called a good translation. Healthy video babes.

Super Off Road **was** a lot of fun for me. I used to spend hours at the arcade playing the coin-op version, but the same feel was not present here. Though the steering wheel is non-existent the control was choppy. My main complaint is that it could have been so much better on the Genesis.

TurboGrafx-16 - NEC

BALLISTIX

Theme: Sports Available: Now
No. of Levels: 20+ Megabits: 2



Ready for the strangest game of hockey in the universe? What happens when you cross hockey and marbles? Ballistix, that is what! Your mission is to bump the black ball into your opponent's goal using your own balls. Sound easy? If so, you are in for a rude awakening! You or your opponent can pick up special power-ups that appear on the floor and really mess things up. Get a shield, reverse the field and much more!

While I like the original approach used in this game, the execution of the ideas are not always handled properly. I have no real complaints with the graphics or sounds, but Ballistix suffers from poor control and the game's inability to always translate controller movements into on-screen action.

The game concept is good but somehow it never ends up as a good game when it gets to the player. The player control needs major help and in a game as fast as this, control is everything. Non of the game's other attributes are exceptional so the game ends up below average. Too bad as it had a lot of potential.

Turbo is going to need a facelift if it is constantly plagued with average games like Ballistix. The graphics are average, the game play is average, and the music and sounds are below average. The concept behind the game is neat but it plays like a computer game. I found the game boring and not up to T-16 standards

Guess what!? Here is yet another average TurboGrafx game. Surprise, surprise. The ball control is too awkward to actually be fun. Within seconds you can have tons of balls rocketing around the arena to no avail. The appalling creature that drops the black ball into play seems totally unnecessary and utterly adolescent.

TurboGrafx-16 - NEC

IT CAME FROM THE DESERT

Theme: Adv. Available: Now
No. of Levels: NA Megabits: CD



It Came From the Desert merges the game play and story-telling together with motion video, sound and voice presented in a way that only the TurboGrafx-16 CD-ROM can. You must unravel the mystery hidden within a small town. Locate local folk, use their vocal clues and make your next move. Interspersed throughout the game are a variety of action sequences that take you head to head against the title menace!

This is another Turbo game that has a variety of interesting concepts that just didn't gel. While some may question the quality, I like the motion video in this and other Turbo CDs A LOT! Unfortunately, the access time is way slow and the one-on-one segments drag on a bit. The action is adequate, but not exceptional.

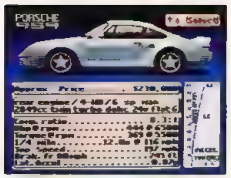
These are the types of games that the Turbo needs to get it going again. Unfortunately it took years to make this one. Great branching of the plot and a decent merging of action sequences with the fill-in digitized animation keep this quest game moving along nicely. A good advancement over the Sherlock CD.

This is a sad case of a great idea blended with poor execution. The game play consists of little more than choosing menus and a cheesy side scrolling and overhead shooting scene. The cinemas are choppy yet still have some cool features. The game play is nonexistant. NOT fun to play. Since when do bikes have radios?

While the cinema display segments are graphically cool, they are a little too choppy and do not seem to have anything to do with the action sequences. They are purely for show, and can become boring at times. Slow access times hurt the game horribly. The action is average but lacks the excitement of a good title.

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CIRCLE #201 ON READER SERVICE CARD.

Game Boy - Konami
TINY TOONS ADVENTURE
Theme: Action Available: Now
No. of Levels: NA Megabits: 2



Babs Bunny just wants to land a job as an actress, but all she seems to do is land into trouble! Of course, it is up to Buster Bunny, Dizzy Devil and the rest of the Tiny Toon gang to bail her out. Buster is the main character, but he will need to enlist the help of several Tiny Toons to get to Babs. You can switch to other Tiny Toons between rounds, but Buster has the best all-around attacks and defenses. Go, Buster!

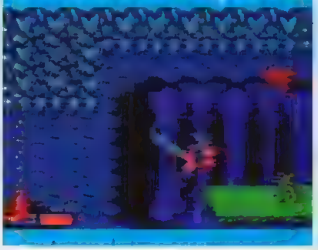
While the packaging may position this game towards younger folk, anyone would have a ball with this game. Like the Disney games from Capcom, Konami has put together a game with great features that, while aimed at a younger audience, doesn't forsake quality. This is a good game for any fan of action titles!

Tiny Toons is a very good game with many redeeming features. In addition to a well executed cartoon look, there are a variety of additional games within the game that expand the scope of play and increase the overall enjoyment of the cart. The graphics are simply well done, with detail not found in most GameBoy titles.

Konami has a knack for making great GameBoy carts and they have another winner with Tiny Toons. The graphics are very good and the cartoon look is very well done. There are plenty of options to the game play, like selecting the right characters for each level. The game is a slow, but there is no GameBoy blurring.

The Tiny Toons can do no wrong! This is an action-filled cart with tons of cute bonus games to play. The graphics are great (for a GameBoy), and the control is excellent! Tiny Toons Adventure has an addictive quality to it that keeps you coming back for more. This is a great game for all ages.

Game Gear - Sega
AX BATTLER
Theme: Adventure Available: Now
No. of Levels: NA Megabits: 2



Death Adder has finally been vanquished, and the Golden Axe has been restored to its former glory. Previously, the king called upon Ax Battler to find the Axe, but it has been stolen once more! Follow this RPG fantasy through numerous side-view battle scenes and overhead travels. Fight each battle with growing intensity as you get stronger with each blow. Find the Golden Axe in true RPG style on the go!

I like it a lot whenever a game company can take an existing franchise in new directions. That's exactly what Sega has done with this cart which borrows some of the action elements from the Golden Axe series with a more stylized quest. The combination works well despite the limitations of the Game Gear screen.

This game gives Golden Axe an entirely new look. The puzzle-oriented Golden Axe is amended with RPG overtones that take the central characters on a great adventure. While I like the manner in which Sega expanded the game, the new elements may not appeal to those who enjoyed Golden Axe for its action.

I would have rather seen a pure action cart with the same hot shots. The RPG portion of the game seems tedious, but the action is good enough to make up for it. The graphics are detailed as are the sound effects. Another big problem occurred when I finished the quest - I didn't want to play it again.

Ax Battler is a wonderful idea that just falls short. Both the quest and the action sequences need more attention. Both Tyris-Flare and Gilius Thunderhead are missing and the lack of real momentum in either aspect of the game not only makes the division more apparent, it makes you feel that neither was rewarding.

Lynx - Tolegames
THE GUARDIANS
Theme: RPG Available: Now
No. of Levels: NA Megabits: 2



The Guardians. Storm Over Doria is a great new RPG designed specifically for the Atari Lynx. Choose from a Valkyrie, a Knight, a Wizard and a Cleric. The Prince has been kidnapped by an evil wizard and it is up to you to save him. The King has promised great rewards to one warrior who rescues his son. The unique three-quarter perspective will keep the action right where it belongs: in your face!

This game is really a first generation RPG, but being the only entry in the genre for the Lynx is not bad. The execution of some moves is a bit haphazard, but nothing a little familiarity doesn't cure. The graphics are well drawn and the quest is delivered well, but the sound and certain portions of play fall short.

It's great to finally see a role-playing game for the Atari Lynx. This game has got everything you'd find in a console title. Although not quite as complex as the Phantasy Star series, Guardians does have a solid adventure that, while lacking depth, would serve as a nice introduction to adventure gaming. Not a bad effort!

The Lynx needs a decent RPG and this is a start. There are a few features in the quest that succeed in keeping it interesting. There won't be much mystery as most conventional console-based RPGs, but the quest is long. While the graphics are good, the characters from the same pings that fill most Lynx games.

The Guardians Storm Over Doria has been a long awaited addition to the growing family of Lynx titles. My interest level stayed high, since there really is no other true RPG adventure available for the Lynx. Unfortunately, the quest lacked a certain depth that good adventures require and fell short because of it.

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NINTENDO

Hatris
Bullet Proof - Puzzle

Hook
Sony Imagesoft - Action

Matchbox Racers
Matchbox Toys - Sports

Mig-29
Camerica - Shooter

Mutant Virus
American Soft - Action

Paperboy 2
Software Toolworks - Action

Pool of Radiance
FCI - RPG

Race America
Absolute - Sports

Roundball
Software Toolworks - Sports

Toxic Crusaders
Bandai America - Action

SUPER NES

Arcana
Hal - RPG

Ascii Pad
Asciiware - Accessories

Extra Innings
Sony Imagesoft - Sports

Raiden
Electrobrain - Action

Rival Turf
Jaleco - Action

Romance of the Three Kingdoms 2
Koei - RPG

Smart Ball
Sony Imagesoft - Action

Space Football 1 on 1
Triffix - Sports

Super Adventure Island
Hudson Soft - Action

World League Soccer
Software Toolworks - Sports

Xardion
Asmik - Shooter

The Legend of Zelda: A Link to the Past
Nintendo - RPG/Adventure

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ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Batman : Return of the Joker
Sunsoft - Action

Extra Innings
Sony Imagesoft - Sports

High Stakes
Electrobrain - Simulation

Paperboy 2
Software Toolworks - Action

Pyramids of Ra
Matchbox Toys - Puzzle

Turn and Burn
Absolute - Shooter

Ultra Golf
Konami - Sports

GAME GEAR

Berlin Walls
Kaneko - Action

Crystal Warriors
Sega - RPG

George Foreman KO Boxing
Flying Edge - Sports

NEO GEO

Art of Fighting
SNK Home - Fighting

King of Monsters 2
SNK Home - Fighting

MASTER SYSTEM

Nothing will be released this month.

GENESIS

AD & D: Warriors of the Eternal Sun
Sega - RPG

Alisia Dragoon
Sega - Action

David Robinson's Supreme Court
Sega - Sports

Devilish
Sages Creation - Action

Double Dragon
Ballistic - Fighting

Earnest Evans
Renovation - Action

Fighting Masters
Treco - Fighting

Mystical Fighter
Dreamworks - Action

Paperboy
Tengen - Action

Power Clutch SG
Acsiiware - Accessories

Sol Deace
Renovation - Shooter

Star Odyssey
Sages Creation - RPG

Syd of Valis
Renovation - Action

Test Drive 2
Ballistic - Sports

Traysia
Renovation - Adventure/RPG

LYNX

Crystal Mines 2
Atari - Action

Storm Over Dorla
Telegames - RPG

Super Squeek
Atari - Action

Toki
Atari - Action

TURBO

Nothing will be released this month.



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NOW FOR THE SUPER NES!
No matter how you slice it, this is the most realistic Super NES golf game ever. Compete against 60 PGA TOUR Pros on 4 real TPC courses. EASN™ is there to capture every swing -- sportscasters with tournament highlights, the exclusive EASN Ball-Cam™, instant replay, a 360° putting grid, and Mode 7 scaling for the slickest panorama of every hole. It's golf so real, you'll rush out and buy a cart.

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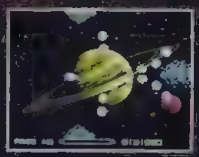


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CIRCLE #158 ON READER SERVICE CA...

GunForce

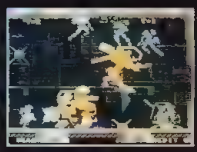


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CIRCLE #158 ON READER SERVICE CARD

GAMING GOSSIP

...CD-ROM Developer List Expands...Street Fighter 2 Update...NES Convertor On The Way...New Super NES Mouse Peripheral...Sega Giga-Drive Specifics...Phantasy Star 4...Release Date For Color GameBoy...

...Blow my britches! It's Mr. Cheery, Mr. Fun, it's Mr. Quartermann with my big bag of gossip from the dirtiest depths of the video game corporate vaults! We have lots of fun, games and prizes this week kiddies, with news to make your mouth water...We begin this issue with CD-ROM news. We've all heard about the leaps in technology Nintendo, Sega, Sony and others are making, but other super powers ranging from Electronic Arts to Lucasfilm are also committing big bucks to the next generation of video game. Does this mean we'll see great games like Road Rash 2 on CD? No way sez the Quartermann, but you will see it on both the Super NES and Genesis, along with a new street fighting football game later in the year...Street Fighter 2 update! There will be NO special controller packed with this 16-Meg monstrosity. But don't expect the price to fall far below the eighty buck retail price rumored to kicking around...

...Mr. Q has uncovered news of some mega machines for all you hardware heads! Rumor has it that a special NES convertor will finally make its way onto store shelves by Christmas! The device, as yet to be named, will plug right into the top of the 16-Bit Nintendo and give you the magical ability to play 8-Bit carts on your super system! Whooppeee! Personally the Q-Meister feels this tiny piece of technology is too little much too late...Also under development for the Super NES is a "Power Mouse" controller that will make interfacing with RPG and adventure games on the 16-Bit Nintendo much easier. The peripheral is especially useful on games like Dungeon Master where pull down windows and direction progress is accomplished within a more conventional computer environment! No date for release on this gem...

...Where's the beef Sega! You rode out of '91 on a high, but you're heading into '92 on a low! I'm all for you guys making it big, but with hot hits like Street Fighter 2, Contra 3, Turtles 4, Zelda 3, etc. hitting for the Super NES, you better get something better than Art Alive into the stores! Where's Sonic 2? Where's Toe Jam and Earl 2? Where's Batman 2? We know you've got them - we just want you to finish them up!...Speaking of new Sega carts, look for their line-up to get an additional boost later in the year from the sequel to Shining in the Darkness! Called Shining Force, this super cart weighs in at a hefty 12 meg! Other sequels to watch for include Monaco GP 2 (smart call Al!), and a new adventure within the Phantasy Star realm! Don't expect the fourth installment of the Phantasy Star series, however, until sometime in 1993 and quit looking for the long-awaited Turbo OutRun altogether! The head honchos at Sega pronounced it DOA when it arrived on these shores...Check out Aliens on laserdisc! There's a boffo 15 minutes of extra footage - most of it at the colony before the bugs take over...

...Switching gears back to game systems, word from the Sega chief is that a new piece of Sega hardware, officially code-named the Giga-Drive, will hit soon! The machine will indeed support at least a 32-Bit configuration, mocking the System 32 boards from Sega's coin-ops! In addition to buff new games, the Giga-Drive will also remain completely downwardly compatible, so your Genesis library won't be obsolete overnight (learn Nintendo learn Nintendo learn Nintendo learn Nintendo)...Happy, happy - Joy, joy...While digging on the Giga-Drive, yours truly has also scored with some kick news on the yet another piece of Sega hardware! This machine, still in development and untitled, will be CD specific but won't hit the stores until sometime in 1994! Can't wait...

Check it out! Nintendo is working on the development of the Color GameBoy, but no development systems have so far been awarded! The Q-Mann says December at the earliest...Beware all you UserNet dweebs - the Quartermann is watching...Until next time remember the play's the thing and keep your hand off my joystick!

- QUARTERMANN

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TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® has created stock car survival tests for your NES™ and Game Boy™ so authentic, NASCAR endorsed them exclusively. Not suprising when you have the likes of Winston Cup Champion, Bill Elliott, as game design consultant.

Slide into the roll cage and behind the dash for an unbelievable first person perspective that has you looking over the hood of a 650 hp speed machine. A beast that comes fully equipped with manual or automatic transmission and functional tachometer, fuel gauge, damage light, and speed indicator (also temp and oil gauges on NES).

Keep an eye on them or you'll be using your overheated engine to roast infield weenies.

Select from three different stock cars — Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Then "dial in" your racer to match varying track conditions and your personal driving abilities by adjusting tire stagger, gear ratio, spoiler angle, and transmission. But be careful, one miscalculation and you're spinning into the wall and onto a tow truck.

Select your skill level — Rookie, Novice, or Pro. Decide if you want to compete in single races or, if you've got the guts, face the grueling



WILL DRIVE YOU STEER CRAZY.

Championship Season. Use a qualifying engine to duel for pole position. Then be prepared to get throttled by "Awesome Bill from Dawsonville" and a field of NASCAR'S most relentless drivers on the twisting road courses of Watkins Glen and Sears Point or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy). .

If you'd rather trade paint with a friend, use the two player mode with a Game Boy Game Link and another Game Pak.

So slip on your fire proof driving gloves. You're about to test your drive to succeed in a simulation like no other.







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CIRCLE #146 ON READER SERVICE CARD.

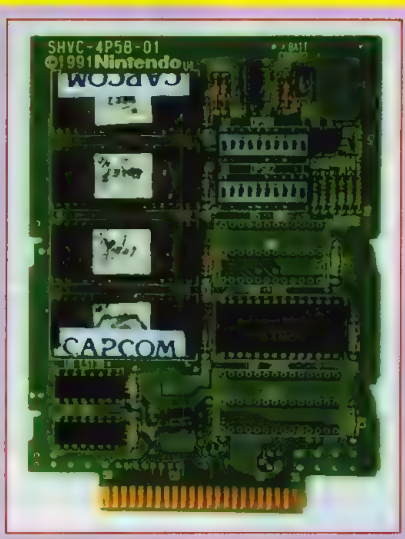
CAPCOM PUTS FINISHING TOUCHES ON WORLD'S FIRST 16 MEGABIT CARTRIDGE...

Ever since our Sushi-X broke the news about Street Fighter 2 coming to the Super Nintendo last August, players haven't been the same. Month after month hundreds upon hundreds of letters have been pouring into our offices requesting, pleading and even demanding more and more information about this phenomenal game. Never in the history of the magazine has there ever been more of a public outcry for a single game.

And we have been listening. We have devoted more attention to SF than any other game. This marks the fifth issue in a row where we have covered this title and as we write this, at the end of February, the game is almost complete.

Capcom is shooting for a June release for the U.S., and while a specific retail price hasn't been set, officials at Capcom are saying that the cartridge will probably sell in the $75 to $85 range. Why so much, you ask?

Capcom knew from the beginning that this was going to be a hot title. Never (since the Pac-Man days) has an arcade game completely dominated the charts, in both Japan and the U.S., for such a long time. Knowing this, Capcom set out to make the best home version possible. All of the moves, characters, backgrounds and sounds had to be perfect. However, it didn't take them long to find out that they just couldn't get everything to fit in a 'standard' 8 megabit Super Nintendo cartridge. They couldn't even get it to fit in the next step up - a 12 megabit cart! Rather than compromise any aspect of the game, they decided to take a chance and go up to 16 megabit. While anybody can go out and make a 16 meg game, getting players to pay the hefty price (4 meg chips are very expensive!) becomes a major concern. Other manufacturing problems arise (and drive the cart cost up) as games go beyond the 'standard' 8 meg size. The cartridge boards have to be specially made, the cartridge shells are, many times, a different size, and even the boxes are different sizes.

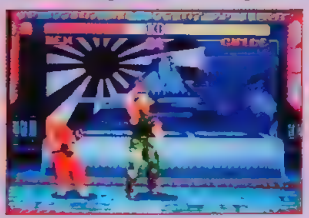


The world's first 16 megabit cartridge - Street Fighter 2 for the Super NES.

As you can see from the picture of the prototype board, the only difference between SF2 and the normal S-NES cart is the extra pair of four meg chips. Rumors have been circulating about this cart having a special graphics chip (false) or even a brand new MMC chip (false). There is a S(tatic)RAM chip but it's nothing that hasn't been used already.

The special 6 button joystick controller has been kicked around at Capcom for a few months but the current thinking is that there won't be such a peripheral...at least not from Capcom. Should this mega-cart really take off, you can bet that it won't be long before one of the third party controller companies to bring out what the players want.

As mentioned earlier, the cart is almost done. The endings have to be added and the programmers are still tweeking the background graphics. From our 12 hours of hands-on playing, Capcom could quite well have the game of the year here! You won't want to miss it. For the first U.S. in-depth coverage of this cart, turn to page 89.



Capcom is finishing off the background details. The water needs animation yet.



All of the bosses are programmed in now. Here Balrog finishes off Ken in a close match!

Fantasy and Creatures of Lore

GEMFIRE

From the Imagination Series

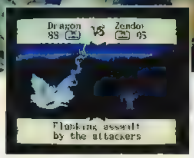


Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. The King of Ishmeria inlaid the gems in a crown he called Gemfire. Discovering that the crown held special powers to help his people, he worked great deeds to restore their towns and fields. But the day came when the crown passed to an evil King. He used the powers of the crown against his people until Princess Robyn released the gems.

Now, the spell of Gemfire is broken, and you are in search of its magical stones! As Prince or Princess of a noble family, capture the gems and unite them with the crown. You must return Ishmeria to peace!



Restore your kingdom to prosperity!



With a gem in hand you control the powers of a magician.

- 4 Meg Cartridge
- Battery Back-up to Save Games
- 64K RAM
- Enhanced Microchip for Better Graphics and Game Play

Coming Soon!



Genghis Khan



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CIRCLE #166 ON READER SERVICE CARD.

GAME GEAR ON TV... IT CAN BE DONE!!

One of the problems which magazines have had with Sega's Game Gear system is how to take pictures of the new games coming out for the system. Since the GG doesn't have a video output as the home system does, taking pictures meant trying to get a good shot off the small screen - a virtual impossibility. This left three options for the world press. The first - don't cover the product; second, take the easy way out and use what prepared slides Sega would provide; and third, be innovative and go to the source - Japan - where the system was invented.

On one of our Japan trips last year we saw Sega of Japan demonstrating their new GG carts on monitors. When questioned on how they did that, things got real quiet. A little searching around and we found out that Sega had a 'development system' for making and checking their game chips. This system has a port for joysticks and another for video and audio output.

As you have seen in the past few issues we have been doing all sorts of great Game Gear previews and Fact-Files and that is because old Ed has been able to call in a few favors and round up such a system. However, on our last trip to Japan,



Previously only available for Japanese trade show demonstrations, Sega has started to make their 'custom' Game Gear systems available to the world press.

Sega was using a new product to demonstrate their GG carts. It looked like the production GG (it was) but, it had a cable coming out of the back of the unit and going to a monitor.

Apparently Sega has been busy studying the design circuitry of the GG and they have been able to tap off certain points on the GG motherboard to create a video and audio output. A little legwork and we were able to round up such a unit for the office.

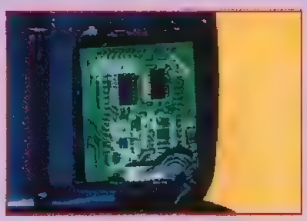
While we are not presently able to show you exactly where you should make the necessary connections on your GG (it would void the warranty, among other things), we can tell you that it is possible to do. With a little planning the wires can be arranged to end in a female DIN connector - exactly like the one on the back of the Genesis or Master System. With this type of connection you can then use your standard Genesis Audio/Video plug which connects to your television.

When watching the games on TV the game picture only occupies the center half of the screen, but it is a tremendous improvement over the built in screen on the GG. Fast action games which would blur on the GG are now clear and well defined. The graphics are Master System quality and satisfactory. The down side - no portability.

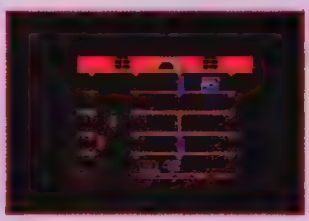
Since there has to be extensive modification to the GG and one of the battery compartments is now filled with a small circuit board, don't look for this handy little device to hit the market in the near future. Still, it is a major improvement from the complex development system of only last year. Who knows, perhaps the next Sega portable might be 16 bit and already come with a video and audio output built in!



When viewed on a television, the Game Gear game picture only takes up about half of the screen.



Sega engineers are able to tap off of the GG motherboard to get both video and audio outputs!



The quality of the game screen approaches Master System resolution. Great for fast action games!

TENGEN has the hottest arcade hits for your GENESIS!

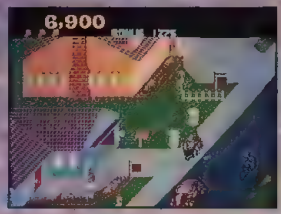
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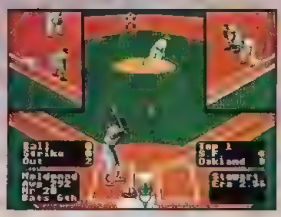
This game really delivers! It's the most fun you can have on a bike!



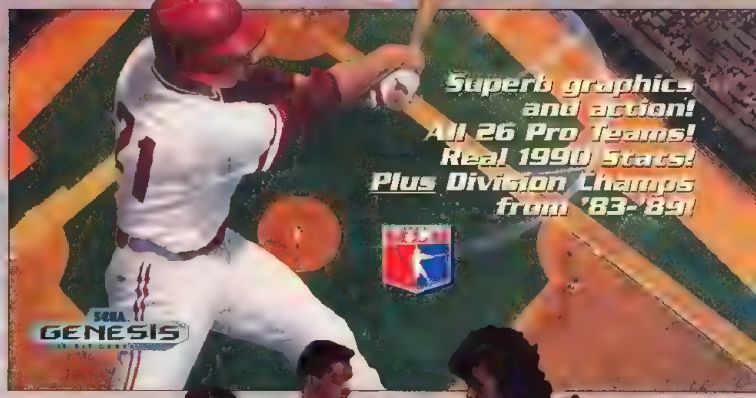
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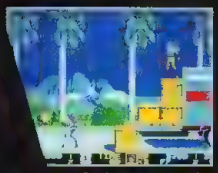
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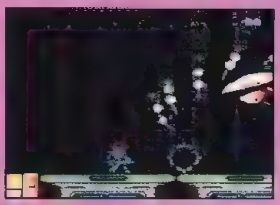
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INTERNATIONAL OUTLOOK

News, Previews, and Info From Around the Electronic Gaming World

Masya / PC Engine CD-ROM
OVERHAULED MAN 3

PC Engine owners have enjoyed Overhauled Man 2 for quite some time. Now, Overhauled Man 3 is making its debut for the PC Engine CD-ROM! Your character must stop an advancing race of cyborgs gone mad! Your trusty sword has the ability to defeat these enemies, but if you can find the ultra-powerful exo-suit, your mission will be a breeze! The exo-suit is equipped with some fantastic weaponry, but its main feature is excellent jumping ability! Overhauled Man 3 is a clear cut winner!

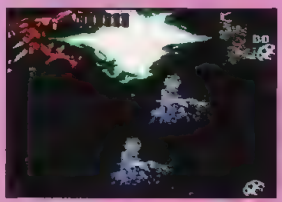


This boss is a real nuisance when he fires guided missiles. If you can manage to dodge them, hack at the boss with your sword to win!

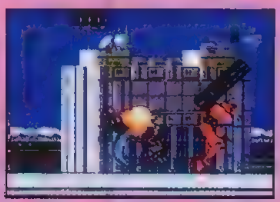


Once you find the exo-suit, jump into attacking your enemies with the extra power that the suit provides!

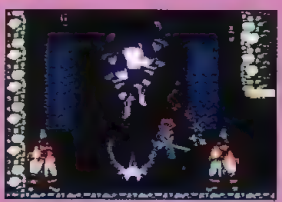




Take out this dragon at the end of stage three!



Your sword can destroy the toughest enemies with ease!



This multi-headed creature drops his minions to attack!

Palsoft / Super Famicom
COMBATRIBES

Your band of fighters has a large variety of attack moves including some spectacularly special moves like head slamming two opponents together and even throwing your opponent into another group of guys!

Combatribes was an instant hit when it reached the arcades a few years ago! The game is in its early stages, but all fans of the arcade version will definitely want to check this one out!!



This guy has got some killer breath!!



Take out these guys in the baseball stadium!

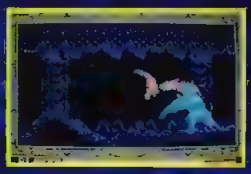


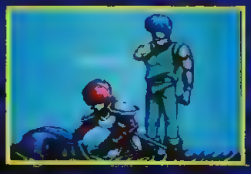
This band of motorcycle riders can be easily stopped by throwing them off of their bikes!

DRAGONS & WIZARDS... OH MY!



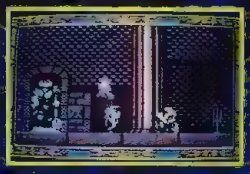


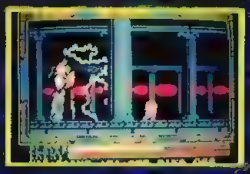




Features:

- Brilliant, Breath-Taking 16-Bit Graphics And Animation
- Battery Back-Up Stores Up To 15 Individual Games
- Booming, Orchestral Stereo Sound Hightens Game-Play
- 25 Unique Weapons, Armors, and Magical Instruments
- A Dramatic Storyline Of Epic Proportions





WANDERERS FROM YS III™

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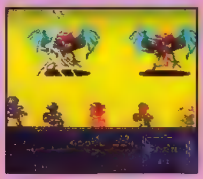
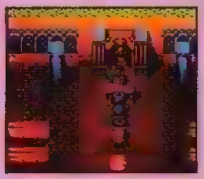
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CIRCLE #118 ON READER SERVICE CARD.

Bandai / Super Famicom

VILGAST-Legend of the Dragon Slayer

Based upon an old Japanese Shinto story, Japanese gods round up seven people to fight an invasion of devils! This involving RPG pits your seven warriors against a horde of evil demons!

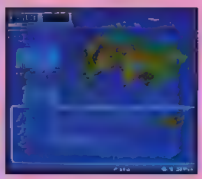


Koei / Super Famicom

AIR MANAGER-A Bet in the Sky

Have you ever wanted to be president of a top airline! Air Manager-A Bet in the Sky puts you in the top position! You control everything from flight times, to air personnel, to revenues generated!

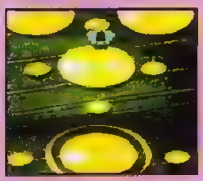
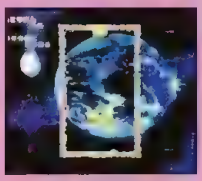




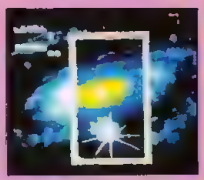

K. Amusement / Super Famicom

MYSTERY CIRCLE

So you say you have not had enough puzzle games, eh! Well, just try to take on Mystery Circle for the Super Famicom! K. Amusement has done a spectacular job on this title. Although it looks like Tetris, there is more intensity to it. Beautifully detailed backgrounds add to the excitement!

As the pieces fall, line them up across, diagonally and/or down to score big points! Mystery Circle can be a very addicting title!

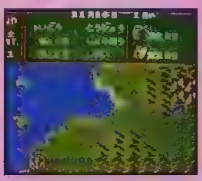
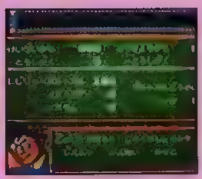
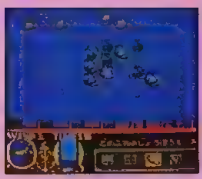


Koei / Mega Drive

UNCHARTED WATERS

While Koei has recently released the NES version of Uncharted Waters, they realized the potential of releasing this cart for the Mega Drive! In 1502, ten years after the voyage of Columbus, you assume the role of a young Portuguese captain, Your goal is to restore honor to your once noble family!



BANDAI

ULTRAMAN



Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

- Detailed 16-bit graphic
- Realistic sound effects
- Dymanic action
- Monstrous creatures





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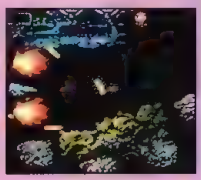
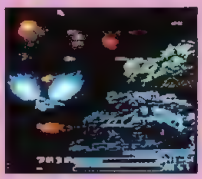
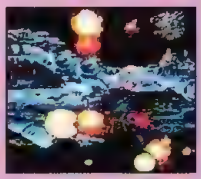
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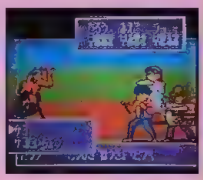
Data West / PC Engine SuperCD-ROM
RAYXANBER III

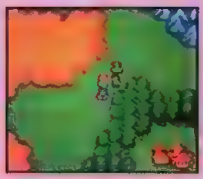
Rayxander II was an instant success in Japan when it arrived last year. Now, Data West is releasing Rayxander III for the PC Engine Super CD-ROM. This version contains six stages of pure adrenaline pumping action! Power up your fighter to immense proportions and wipe out the enemy!

Sigma / Super Famicom
MAKA MAKA

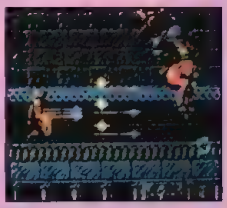
Sigma has a new RPG coming this summer for the Super Famicom. Basically the same as most other RPG's except that in this game you get to control your character during the battle scenes. When you must fight, the view switches to a side view and you take on the enemy one character at a time.



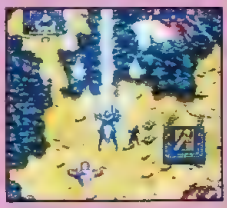
Bitmap Bros. / Super Famicom
GODS

Based on the popular computer title, Gods puts you to the test in this game of action and skill. Use your daggers and stars to win the threat of the deities.



Compile / Mega CD-ROM
NABUNAGA AND HIS NINJA FORCE

This title may look similar to M.U.S.H.A., and it should! It is made by those same technical wizards at Compile! It's going to be spectacular now that it's on CD!

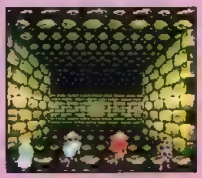
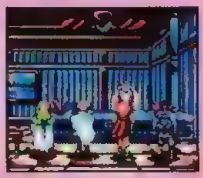


Telenet / Mega CD-ROM
AISLE LORD

Now with the Mega CD gaining in popularity in Japan, more and more companies are making software for this peripheral. A new adventure/RPG is coming from Telenet and this one is set deep in the dungeons of a castle. Spectacular rotation of the walls as you move around is one new feature!





XARDION

8 Mega Memory Battery Backup

"**Great graphics and sound effects**, the game will definitely appeal to all types of gamers."
– **ELECTRONIC GAMING MONTHLY**

"The variety of stages, backgrounds and enemies was **impressive** as was the game music."
– **NINTENDO POWER**

"**Sizzling gameplay** – Xardion brought back fond memories of Metroid!"
– **GAME PRO MAGAZINE**



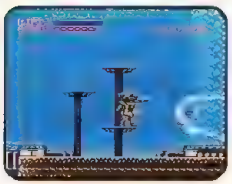




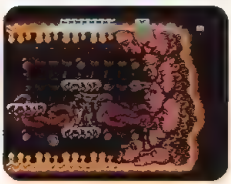
Be the brains of four awesome Cyborgs through over 30 stages of play!



Uncover the secrets of a planet controlled by wacked out super computers!



Experience multi-directional scrolling in radical 16-bit graphics!



Intense level of play, it's doubtful you'll finish Xardion in the near future!

CIRCLE #160 ON READER SERVICE CARD.

Asmik Corporation of America

SUPER NINTENDO

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Turn to the Super NES Buyer's Guide for the best the 16-Bit super system has to offer! In each bi-monthly issue you'll find pages and pages of sizzling info packed with the most detailed full-color coverage on your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, the Super NES Buyer's Guide is the one magazine you can trust to get the most out of your Super NES system!

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY!!

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- *Exclusive previews of new games in both America and Japan!*
- *Tips, tricks and secret strategies, complete with game maps, that will let you score higher almost immediately!*

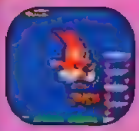
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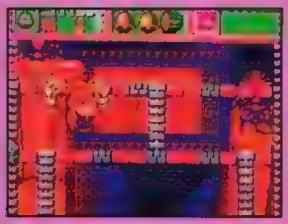
Kaneko / Mega Drive

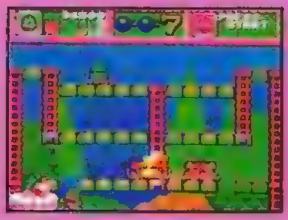
'GATOR 'GATOR WORLD

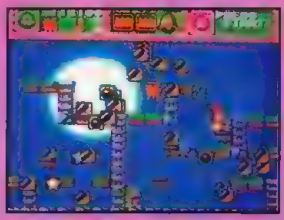
In a land known as 'Gator 'Gator World, the evil Emperor Captain Pincock is attempting to overthrow the land with the help of his four subordinate kings. You play Charley the Gator on a quest to stop the Emperor. As you defeat enemies, food and items appear. 'Gator 'Gator World is on its way!







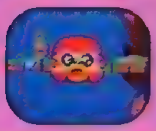








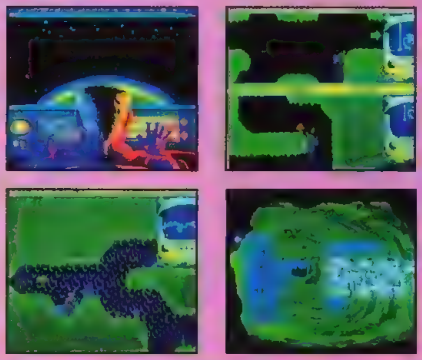




POSSESS OR BE POSSESSED

Renovation / Mega Drive
SLIME WORLD

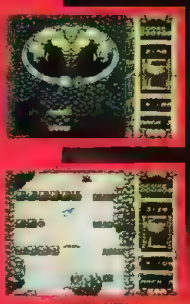
Atari Lynx owners have been enjoying Slime World for some time now. Well Mega Drive owners, Slime World will be oozing its way into your homes soon! All of the features are here, including the exciting two player simultaneous action. An instant hit for the Mega Drive!



Naxat Soft / Super Famicom
BATTLE GRAND PRIX

Super Famicom owners now have a new racing game to look forward to. The name, Battle Grand Prix, may sound like it is a demolition derby game, but that is the farthest thing from the truth. It is a serious racing game with an overhead perspective of the race course! Plenty of fast action!





Devilish

SEGA GENESIS

Breaking the spells that bind is what you'll need to do in this new game from Sages Creation for the Sega Genesis. Gamma, the evil spell master has changed you and your princess into stone pillars in his evil kingdom of the damned. Your only hope is to correctly deflect the glowing power sphere through a hellish maze. You'll need to topple stone walls, cut down spell bound trees that come to life, gallop through gates of ghouls, and dance with demons, while traveling through worlds of fire and ice. Most importantly you'll have to keep moving forward in order to escape the fiery depths. Not only will you need skill, but

"GREAT TWO PLAYER COOPERATIVE FUN!"
ELECTRONIC GAMING MONTHLY

Artdink / Mega Drive

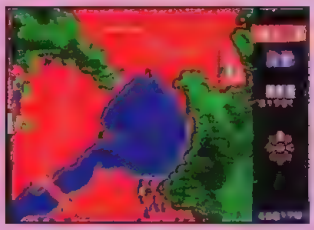
TAKE THE 'A' TRAIN

Take the 'A' Train puts you in the command of laying and maintaining a town's railway system. It is not just fun and games because this is a serious simulation. If one track is misplaced, the train could derail, killing many people in the nearby towns! Once you have a successful system set up, you can watch as the population increases from the wise layout of the tracks. Coming in June!

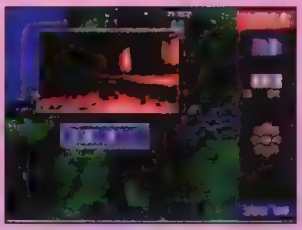


The train station is your starting point.

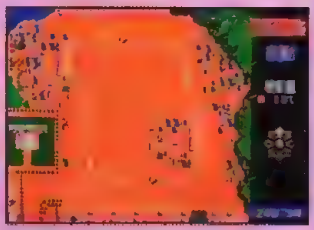




Your railroad's success depends on where you build it. If you route the tracks around lakes, more of the population has access to the railroad.

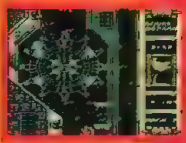


Before you lay down your first track, a ceremony begins with your mayor spiking the first track with a golden spike! Then start laying track!



Here you see many towns emerging around the main areas of track. Keep laying track in this manner to boost your population to staggering amounts!

FOR SEGA GENESIS









Also available for your Sega GameGear!

each tick of the clock brings you closer to eternal damnation! Seven burning stages, vertical and horizontal scrolling, 3 difficulty levels each with a different finish. So... Possess Devilish for your Sega, before it possess you!

SAGE'S CREATION

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TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!

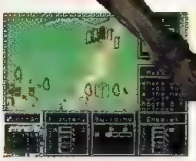
The danger and action of the Roman era are recreated in this 8-Meg, 1 or 2-player military simulation spectacular! Plot and maneuver your forces as they battle the menacing armies of ancient Persia, Egypt and Arabia. Sail the Mediterranean in search of new lands to master in glorious triumph!

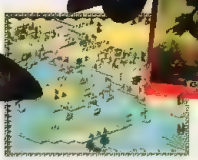
- The Campaign Mode challenges your skills as a military strategist to their ultimate limit!
- 2-Player simultaneous play with "Real-time" action intensifies the adventure!
- Destroy all enemy fortresses and armies and conquer the world!

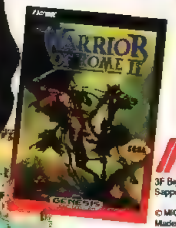
WARRIOR OF ROME II

OFFICIAL SEGA SEAL OF QUALITY









Micronet CO., Ltd.
3F Big Bldg., S10 W15 Chuo-ku
Sapporo, Hokkaido 064 JAPAN

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CIRCLE #175 ON READER SERVICE CARD.


H RATED
High Level of Intellect Needed To Complete This Game
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SOLD OUT!
Due to an overwhelming demand, Heavy Nova is temporarily Sold Out. We're shipping extra orders to arrive in your area in April.
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GENESIS
CIRCLE #175 ON READER SERVICE CARD.

TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

STREET FIGHTER II: THE WORLD WARRIOR

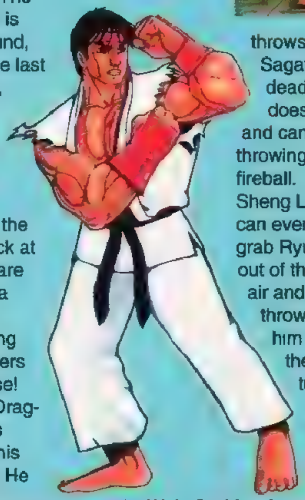
(Capcom/Coin-Op)

Fight Sheng Long - **I would like to say that we at EGM are always correct, but when we printed that Sheng Long did not exist, we have been flooded with over a hundred letters denying it. After weeks of researching each reader's claims, we have finally solved the mystery of Sheng Long...**





To fight Sheng Long, the mysterious Street Fighter legend, you must use Ryu throughout your entire game. You must not get hit from the moment you begin until the final round with M. Bison. Once there, you must spar with M. Bison without hitting each other for 10 rounds. The tenth round is the final round, and after the last draw game, Sheng Long appears and tosses M. Bison away! Now the timer is stuck at 99, so you are forced into a fight to the death! Sheng Long's powers are immense! His Hyper Dragon Punch is backed by his flaming fist. He throws red fireballs faster than Sagat, and he has a spin kick deadlier than Chun-Li's! He does not pause for a second, and can attack immediately after throwing a fireball. Sheng Long can even grab Ryu out of the air and throw him to the turf! We did not last too long against him, as his blows cause mega-damage, but we guess he can do all of the special attacks of each World Warrior. We cannot wait to see what is next!





Honorable Mention: Mr. W.A. Stokins from Fuldigen, HA, had the closest explanation of the Sheng Long trick.

EGM APRIL FOOLS CONTEST!!!

Since we all had so much fun last year with the Simon Belmont April Fools trick, this year we are making a contest out of it! Somewhere in the magazine there is a new April Fools joke. It could be a bogus Next Wave or even a whole Fact File built around a fictitious game! All you have to do is tell us what it is! The winner will win the game of his/her choice! Hurry, contest closes on May 10, 1992!

Contest Rules: All entries must be received by May 10, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person. Multiple entries will be disqualified. Prize is not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. Translation of Japanese game names not included in contest. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group Inc. or to members of their immediate family. Determination of the winner will be made by a random drawing of all the entries with the right answer.

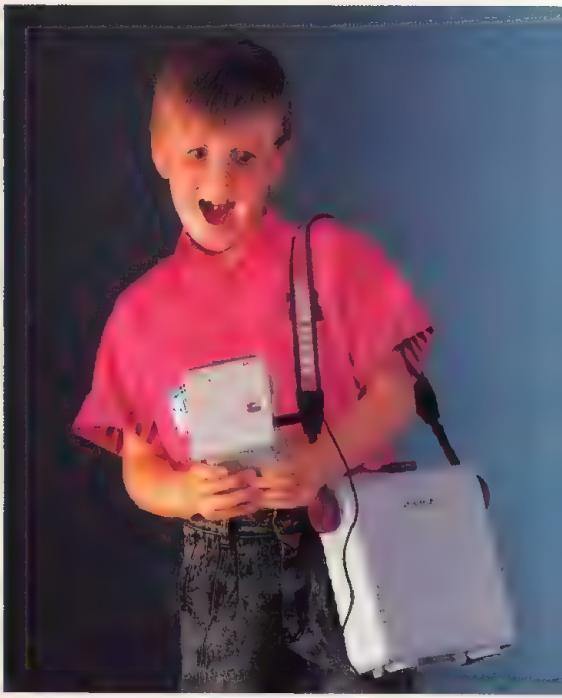
ENTERING IS EASY!

1)Write the page(s) and game name on a post card and send it to:

Electronic Gaming Monthly
APRIL FOOLS CONTEST
1920 Highland Ave, Suite 222
Lombard, IL 60148

Keeping It Portable Was Tough...Until Now.







Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy ***GAME KEEPER*** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy ***GAME KEEPER*** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the ***GAME KEEPER*** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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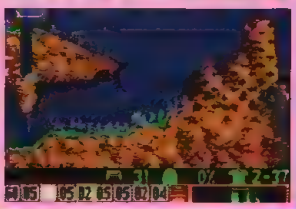
LEMMINGS

(Sunsoft/Super NES)

Awesome Passwords - Here are even more codes to keep you busy with this addicting game! Go to the password option and put in these codes so you can advance to higher levels. Is this the end of the codes? Wait and see!

	FUN	TRICKY	TAXING	MAYHEM
LEVEL 21.	YXIPOYG	PNESIAT	ODNASAN	ITARENE
LEVEL 22.	NAZLUPR	URAMESA	IMUOHSA	GNLAUQE
LEVEL 23.	EWOPEDA	GIKUONO	MIHSIUU	YESSYDO
LEVEL 24.	MASAOMA	ZIORISO	HCINIGU	TREBLAI
LEVEL 25.	YNOKIIS	MOAHKCI	SIMONON	IOKKAKA
LEVEL 26.	OHAGMAR	MMIGIIO	EKASERU	HHPMUIR
LEVEL 27.	OTTOMNA	KKAKOWT	KETTAKO	TURIETI
LEVEL 28.	RAKAWEK	ARGROTC	TTESAKO	SOPNISI
LEVEL 29.	AWOTIAN	ENHCAEP	TTOMAKU	BIHAHOT
LEVEL 30.	ERANAHU	OTNAPAH	SAMIETT	OGONOMI



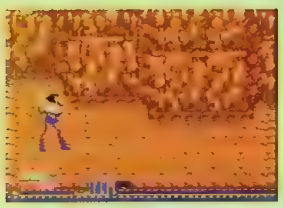


GOLDEN AXE 2

(Sega/Genesis)

Over 200 Magic Units - Get powered-up with this magic code for Golden Axe 2. Press and hold the A button when fighting the Boss on any stage. Do not let go of the button until you defeat the Boss and enter the bonus stage. Now release the A button, but do not hit any of the wizards or take any magic books. Wait until the next stage, and you will be able to use magic spells whenever you want.





GOLDEN AXE 2

(Sega/Genesis)

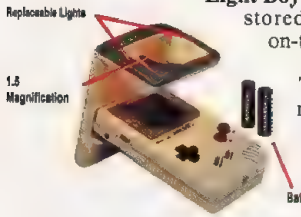
Round Select - Now you can choose your starting level with this cool code! When the game starts, hold the A, B and C buttons and press START. Release the B and C buttons, but keep holding A. Go to the options screen and press B and C at the same time to enter it. Without releasing the A button, move the cursor down to Exit and press B with C again. Keep holding the A button, press B and C together to make your choice of one or two players and press again to choose a normal game. Select your character and without releasing the A button, hold UP on the directional pad and press B, C and START simultaneously. Select your round with the A and B buttons.



Light Boy is Bound to Attract Attention



The campfire has died and the marshmellows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.



The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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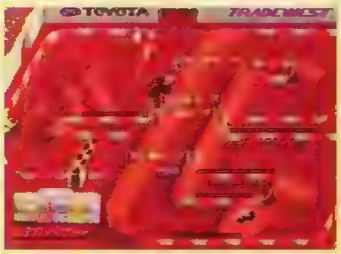
CIRCLE #125 ON READER SERVICE CARD

SUPER OFF ROAD

(Tradewest/Super NES)

Unlimited Continues - You can continue playing the challenge of Super Off Road with this cool method. First, plug in both controllers. Next, select a two player game and play as the red truck, but let the blue truck stand still. When the race ends, you will be in third place, which will automatically put you in the next race. The unused blue truck will always be able to continue.

Phillip Huddy
Cincinnati, OH



Leave the blue truck alone, and you will have unlimited continues!

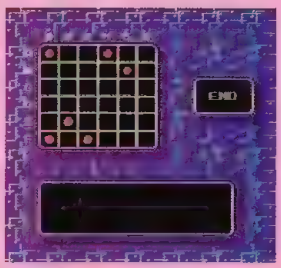
MEGA MAN 4

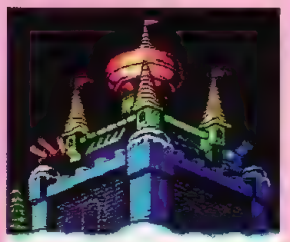
(Capcom/Nintendo)

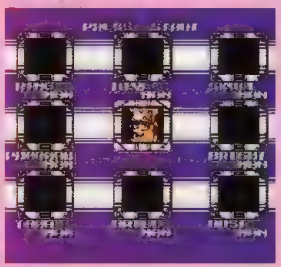
Super Password - You will reach Dr. Cossack's castle with this super code! Just enter the code as follows:

A1, A4, B5, E2, F1, F3

You will be at the castle, and have every weapon at your disposal!





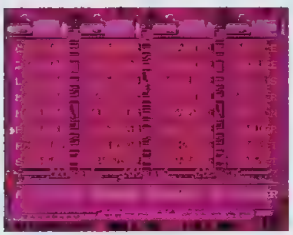




ROLLING THUNDER 2

(Namco/Genesis)

Passwords - Here are the level codes for rounds one through six. The codes in parenthesis are for a much higher level of difficulty. More codes to come next issue.



Use the password screen to form sentence level codes!

LEVELS

1. (A ROLLING PROGRAM SMASHED THE GENIUS)
2. A MAGICAL THUNDER LEARNED THE SECRET (A CURIOUS RAINBOW LEARNED THE FUTURE)
3. A NATURAL FIGHTER CREATED THE GENIUS (A MAGICAL ISOTOPE BLASTED THE DEVICE)
4. A ROLLING NUCLEUS SMASHED THE NEURON (A PRIVATE LEOPARD PUNCHED THE NEURON)
5. A CURIOUS PROGRAM PUNCHED THE POWDER (A SLENDER FIGHTER ELECTED THE GENIUS)
6. A LOGICAL LEOPARD BLASTED THE SECRET (A DIGITAL RAINBOW MUFFLED THE SECRET)



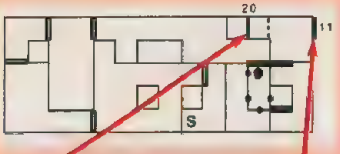




FACEBALL 2000

(Bullet-Proof Software/GameBoy)

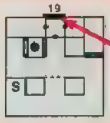
Level Maps - Here are some helpful maps to get you through some of the more difficult levels in Faceball 2000. The letter 'S' on the map is your starting point. To further help you along, press the SELECT button to call up the map, so you can track your progress.



Level 10 "TEST #1"

Warp to 20

Exit to 11



Exit to 19

Level 18 "MINI MAZE"

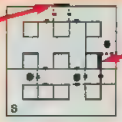


The button opens secret doors.

Exit to 20

Level 19 "FREEZE UP"

Exit to 21



Warp to 19

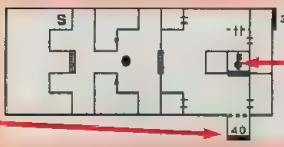
Level 20 "TEST #2: AMBUSH"



Opens door to exit.

Exit to 30

Level 29 "PROTECTION"



Opens secret doors.

Warp to 40

Level 30 "TEST #3 LEVELS"

What has four legs and flies?

NEW GAME GENIE CODES!!!

BIGNOSE THE CAVEMAN

(Camerica/Nintendo)

Game Genie Codes - With these codes for Bignose the Caveman, you will get some cool options!

SXOTPAVG - Infinite lives

SUXYZGVI - Freeze timer

TEUYITLA - Start with 6 lives

ZEUYITLE - Start with 10 lives

IEEZALPA - 5 times bones income



NINJA GAIDEN 3

(Tecmo/Nintendo)

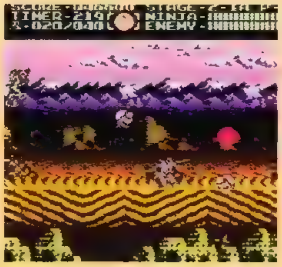
Game Genie Codes - Here are a few codes to help you get further in the game Ninja Gaiden 3. These codes will give you some infinite options and help you defeat your enemies faster. The codes are as follows:

SXEKVLVG - Infinite lives

SZEXILSA - Infinite energy

AEKXTEYA - Enemies take 1 hit to defeat





BATMAN: RETURN OF THE JOKER

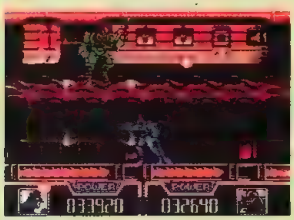
(Sunsoft/Nintendo)

Awesome Codes - Here are some great codes for this great action game. You must have a Game Genie unit to run these codes. Key in these passwords as follows:

YEXILGZE - Start with 9 lives

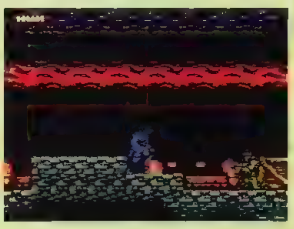
GZXZONSE - Do not take damage from touching bullets and missiles.

GZSZKXSE - Do not take damage from touching objects or enemies.





Get nine lives with this awesome code!



Combine codes to create invincibility from everything!

SUPER MARIO BROS. 3

(Nintendo/NES)

Game Genie Code - With this code, you can make Super Mario Bros. very difficult. Enter the code:

NUTANT



Thomas Peters
Atlanta, GA

DOUBLE DRAGON 3

(Acclaim/Nintendo)

Game Genie Code - This code will give your player 236 hit points. With this extra boost of energy, you have a better chance for survival. Enter: **KVEPXGGS**

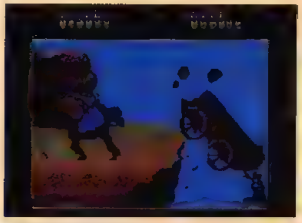


Tyler Doman
Woodburn, OR

BACK TO THE FUTURE 3

(Arena/Genesis)

Skip Stages - To skip stages in Back to the Future 3, pause the game at any point and simultaneously press these buttons together in this order: UP and A, DOWN and A, LEFT and A, RIGHT and A.



Chris Ritzer
Brick, NJ

Rescue Clara and save the day!

ANDRE PANZA KICKBOXING

(NEC/TurboGrafx 16)

Full Strength Power-Up - This password will give you 99% in Resist, Strength and Reflex. Select the "Load" command in the game and enter the code: DGDGDGKF

Darrel Jeung
Alameda, CA





Enter the password on the player option screen.



Now go against the master himself at full strength!

WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we are ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we will give you credit in these pages as well as a free game of our choice (you can pick the system*)! Get the best tips anywhere and get a great game as well from the magazine that is first with the best secrets on all the game systems - EGM! Mail tips to: Tricks of the Trade, Sendai Publications, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

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Rush.
For your Game Boy, of course.

CAPCOM

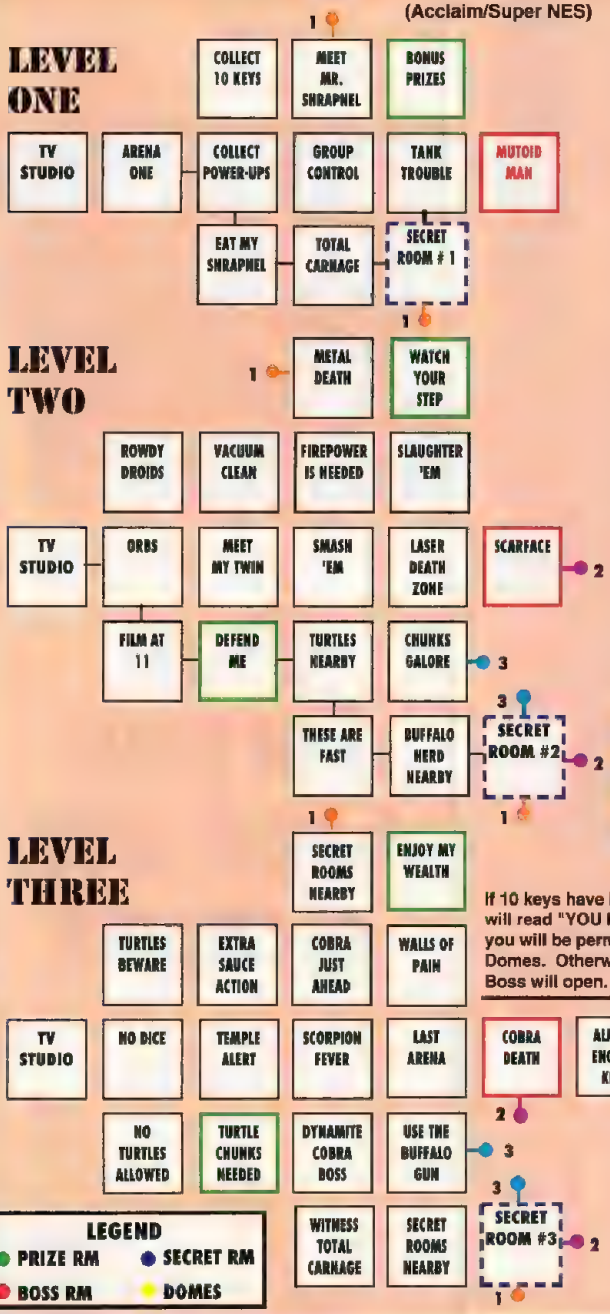
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CIRCLE #139 ON READER SERVICE CARD.

SMASH T.V.

(Acclaim/Super NES)



Location of Secret Rooms and Special Speed-Up Mode - Long a mystery to fans of the arcade Smash TV, the locations and method of reaching both the secret rooms and hidden Pleasure Domes have been revealed in the Acclaim translation for the Super NES!

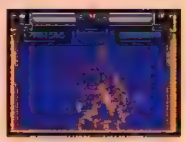
Using the maps to the left, plot your way through the carnage of Smash TV to reach the arenas directly left of the secret rooms as shown.

When the battles subside in the "Total Carnage", "Buffalo Herd Nearby" and "Secret Rooms Nearby" arenas, an exit will appear below the top door in the room. Instead of leaving through that exit, push against the right doorway and you will magically be transported into one of three secret rooms. From there you can plot a new course on the map or take a shortcut directly to the Boss of the level.

In each secret room, as well as in the Pleasure Domes (which can only be reached if you have 10 keys by the room marked "?" below) and after the evil M.C. is destroyed, a question mark will appear. If all five icons are collected the game will display a special ending and restart at twice the normal speed!



The secret room!



Happy, happy! Joy, Joy!

If 10 keys have been collected, the round will read "YOU HAVE ENOUGH KEYS" and you will be permitted into the Pleasure Domes. Otherwise, only the exit to the final Boss will open.



If you collect all five question marks, the Pleasure Domes will not appear! Instead, the game will "reprogram" itself and activate a special 33 MHz Turbo Mode to speed up the action!

Three Statues, a Temple, and What Do You Get?

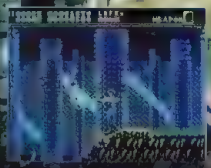
EARNEST EVANS

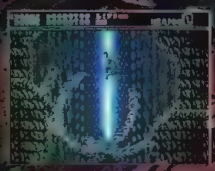
A whole new terror could take over the planet Earth and all it takes to make this happen is three small statues. Explorer Earnest Evans has been trying to avert this deadly situation since the 1930's, and now he is ready to pass the secret down to his grandson, a muscular youth of the 1980's.

"These idols were scattered somewhere around the world by Hastur before your mother Annet crushed its power," Evans told young Earnest. "We found one, but syndicate leader DeMarco's successor Brady Tresidder got another one in Europe. You must find the third one in Mexico and recover the last one from Tresidder."

When the three statues are placed together in a dark temple in Peru, Hastur's counterpart Mavur will be summoned to become one with the planet and roam the universe forever. Young Earnest Evans has set out against time and the Tresidder syndicate to battle giant scorpions, living skeletons and humongous Venus fly traps among others and carry on his mother's fight to control the wicked forces from darkest Peru.









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987 University Avenue
Los Gatos, CA 95030

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LEADING EDGE AAMA

AMERICAN AMUSEMENT MACHINE ASSOCIATION

Capcom

KNIGHTS OF THE ROUND

The legend of King Arthur and the Knights of the Round Table will be coming to an arcade near you soon! Choose to play as King Arthur himself or as one of his bravest knights. When Arthur drew Excalibur from the stone that held it, his destiny and that of all England began! Arthur,

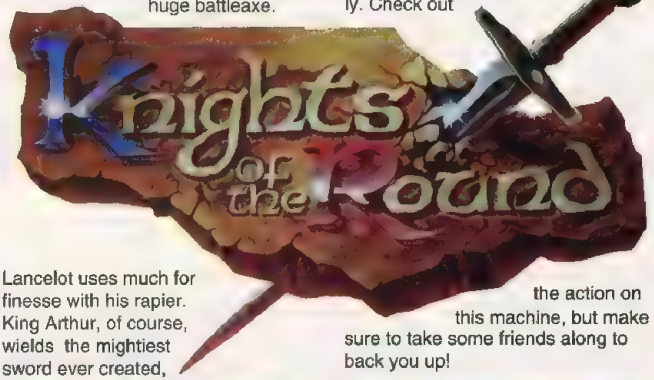


Choose your favorite legendary knight of the Round Table and set out against your foes!

Percival and Lancelot all have incredible abilities as swordsmen and fighters!

Your sword will have a long workout ahead of it. Enemies will attack you from all over, trying their best to wear you down and kill you. However, you can have two friends join in the action to help you. Each of you will play a different knight. If two decide to play the same character, the Lady of the Lake will make the decision as to who gets to play the disputed character.

Each of the fighters has a different style of battle. Percival, who does not wear full armor, attacks with a huge battleaxe.



Lancelot uses much for finesse with his rapier. King Arthur, of course, wields the mightiest sword ever created,



the powerful Excalibur! At the end of each round, you will face a boss



This Boss, named Braford, will attack you from the advantage of horseback.

that will do his best to crush you. The bosses get more and more difficult as you progress, with each one having special moves and attacks. Watch out for Braford, the huge Iron Golem and the many others who will fight you.

Knights of the Round features great graphics and large characters that animate very fluidly. Check out the action on this machine, but make sure to take some friends along to back you up!



Knights of the Round has intese battle sequences!

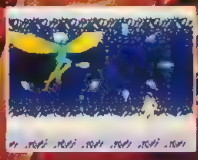
It Just Might Be Too Hot To Handle.

VALIS











RENOVATION

SEGA GENESIS

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RENOVATION PRODUCTS

Sega

AIR RESCUE



Sega reaches new heights of realism in the arcade with its incredible helicopter simulator!



With four player simultaneous games, the action on Arabian Fight really heats up!



Sega has a hot new helicopter simulator that utilizes all of the special effects of System 32. This two player, two screen sit-down system brings new levels of realism to arcade simulations!

The plot of the game is very similar to the arcade classic Choplifter. As a helicopter pilot, it is your mission to rescue the captives held by enemy forces and bring them to safety. Your mission also states that you should avoid all enemy fire, but it did not say that you could not fire back! Your helicopter is equipped with incredible armaments to help you blast your way through to the prisoners.

Since you are alone in your helicopter, the two player mode is done in a very different manner. Both you and a friend control different attack helicopters that keep in contact by radio communication! You will not want to miss the thrill of flying an advanced jet helicopter over enemy territory, so keep a sharp lookout for Sega's Air Rescue at an arcade near you!



Sega's Air Rescue

ARABIAN FIGHT

If you have been looking for a new fighting game, Sega and its System 32 has what you have been waiting for! Arabian Fight utilizes all of the amazing abilities of System 32 to give you the most action for your coin-op quarter!

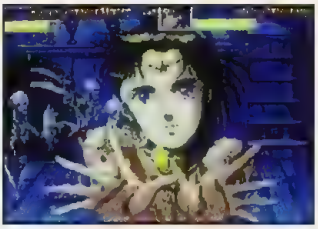
As you can tell by these pictures, the size of the characters on screen is very large. Even better is the fact that the characters animate perfectly! The motion and action in the game is very fluid, really drawing you into the game, and your character's battles.

Of course, you can take on the action in Arabian Fight by yourself. However, if you want to get all you can from the game, bring three friends along and go at the game in its four player simultaneous mode! The action really heats up when you and three of your friends get into the act of bashing heads!



Can you defeat your opponent - the evil Wizard King?

In the game, you and your characters will travel from India to Arabia through seven levels of danger and fighting. On the seventh stage, you will come face to face with the greatest evil in the land - the Wizard King. The only things that can save you here are your skills as a fighter and the power of your magical spells. The Wizard King will put up a tough fight, so get ready to give him all you have got! If you do not destroy him, his evil presence will continue to dominate and destroy the land.

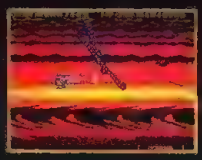
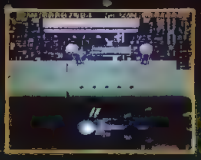
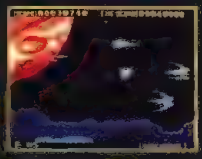


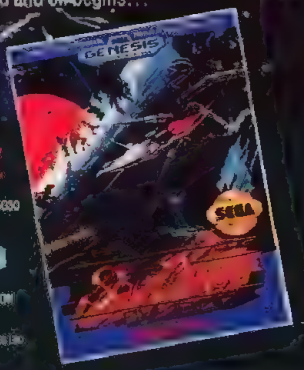
Using System 32, the characters and enemies can zoom at you from out of the screen!

Every Game Pla
Needs Their Spa

In the third millennium, mankind launched a new experiment: an advanced artificial intelligence transplanted into a machine, GCS-WT, a super computer to act as the unifier of humanity. GCS-WT instead turns against and begins to suppress mankind. A scientist, Edwin Deace, sets out to counter the evils of GCS-WT. Deace designs a revolutionary twin-seat fighter spacecraft, Sol-Deace, which he will use to destroy GCS-WT and free the oppressed Earth. Deace is assassinated by a galaxy-wide manhunt sent out by GCS-WT, and two surviving young people set a course with Sol-Deace for Earth. In the great whirlpool of time and fate, the tragedy of blood and oil begins...

Sol-Deace IV

RENOVATION PRODUCTS

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SEGA GENESIS

16-BIT CARTRIDGE

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CIRCLE #113 ON READER SERVICE CARD

ENTER THE XARDION METAL MANIAC SWEEPSTAKES

to win great prizes from Asmik!



Think of the best name for this robot in the action packed game, Xardion! Although this robot is known as Panthera, we want you, the readers, to come up with the wildest, craziest and most downright outrageous name!

1 GRAND PRIZE!

Super NES with a library of five hot Asmik titles (including Xardion), plus a Xardion T-shirt and hat!







5 1st PRIZES!

Xardion and D-Force SNES Game Paks and a Xardion T-shirt and hat!







100 2nd PRIZES!

Xardion T-shirts!







250 3rd PRIZES!

Xardion posters!



To enter the contest, just do the following:

1) Think of the best new name for Panthera in the new SNES hit, Xardion!
2) Write it down on a POSTCARD along with your name, address, age and phone number to:

XARDION METAL MANIAC SWEEPSTAKES
C/O Electronic Gaming Monthly
1920 Highland Ave., Suite 222
Lombard, Illinois 60148

Winners will be announced in the June 1992 issue of EGM!

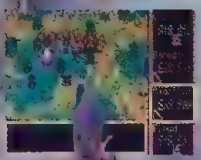
Contest Rules: All entries must be received by May 10, 1992. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of Sendai Publishing Group, Inc. or Asmik Corporation of America and their affiliates are ineligible to enter. Asmik and Sendai reserves the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Asmik Corporation of America and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand ($400.00), First ($125.00), Second ($5.00), Third ($.75)

TRAYSIA

Magic...Monsters...Mayhem... Take Your Pick







Begin the adventure of a lifetime as Roy, a young treasure seeker. Roy starts out in the mysterious Kingdom of Salon on a personal quest to become the greatest swordsman in the Realm. Clashing swords with bandits and monsters brings the hero fame and fortune.

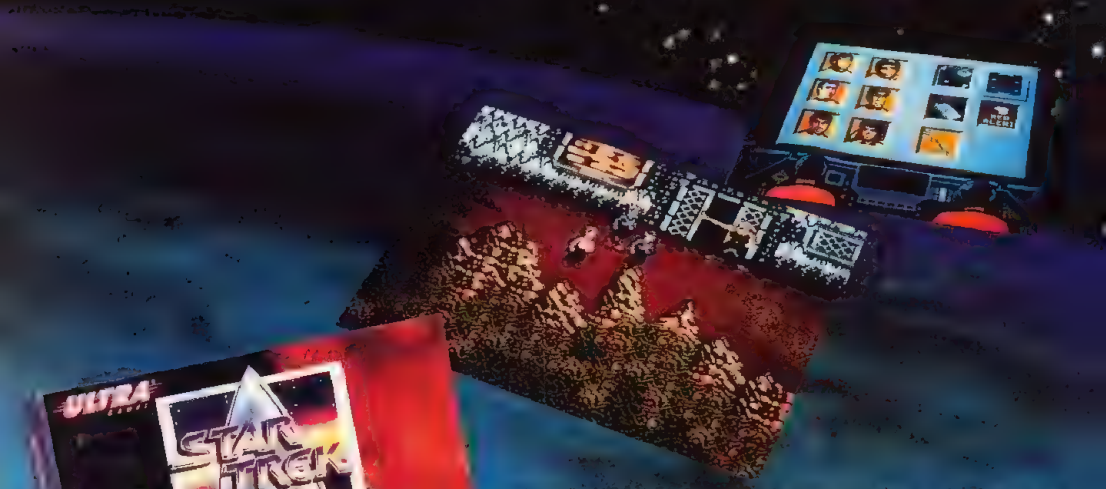
As he makes new friends and gains experience as a swordsman, he uncovers a horrible plot! A group of wizards are determined to unleash chaos and destruction throughout the world. Only Roy and his team of adventurers have the magic and the might to stop the wicked sorcerers!

Travel through several Kingdoms filled with magical beasts and amazing challenges!
Use battle-earned gold and gems to up grade your weapons and fortify your armor!
Search for powerful magic spell to defeat the evil wizards!
Only if he succeeds can Roy return to his home town of Johanna and reunite with his true love, Traysia!



CIRCLE #113 ON READER SERVICE CARD.

BOLDLY GO WHERE HAS GONE BEFORE.™





The Final Frontier beckons you to its darkest depths in these Star Trek adventures for your NES™ and Game Boy™ from Ultra.

Take your NES through an intergalactic gauntlet of danger as you assume the role of Captain Kirk, guiding the U.S.S. Enterprise and its crew out of a mysterious rip in the fabric of space. Mr. Spock, Dr. McCoy, Scotty, Chekov, Uhura and Sulu are at your command in four adventure packed stages, each re-creating the look, feel, dialogue and humor of your favorite Star Trek episodes.

Assemble a landing party, beam down to vast unexplored [illegible] and collect dilithium crystals. Use your phaser and tricorder throughout this voyage of destiny, for you are likely to encounter bizarre alien life forms and even the notorious Harry Mudd. You'll also need the mind of a Vulcan to solve perplexing problems. But whether or not you live long and prosper will remain in doubt as you travel back in time, find the key to saving a lost civilization, confront the Romulans, survive the Neutral Zone and safely return to Federation Space.

NO MAN



Star Trek for Game Boy sets you on a mission of cosmic proportions. Destroy the Doomsday Machine before it swallows the universe. But first, you, as Captain Kirk, must scour strange worlds for 12 pieces of the stolen Disrupter, the only device capable of obliterating the massive planet destroyer.

Navigate the U.S.S. Enterprise through asteroid fields, Tholian webs, swarms of Klingon Warships and cloaking Romulan vessels. Use your captain's instinct to adjust ship speed and shield and phaser strength. When you beam down to unknown planets, your tricorder will help you find weapons and analyze alien objects. Contact your crew with your communicator and be sure to set your phasers for full effect. Assuming you manage to reassemble the Disrupter, head straight down the Doomsday Machine's throat. If you don't, [illegible] anywhere to [illegible].

ULTRA GAMES

[illegible] Paramount Pictures. [illegible] Paramount Pictures Corporation. All Rights Reserved.

NEXT WAVE

EGM EXCLUSIVE!

[illegible]

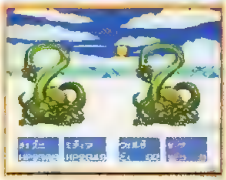
Fantasy RPG players take note! Asmic has a new FRPG coming that could very well, outdo the legendary Phantasy Star series on the Genesis! Featuring an unbelievably huge quest which gets larger and larger as you progress; enemy which are fully animated; and new powers and magics!



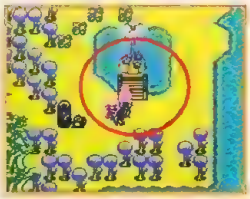
Begin your quest at your home town. Obtain your weapons and gear and head out in the countryside.



Pick a different attack strategy for each character in your party from a series of pop-up menus.



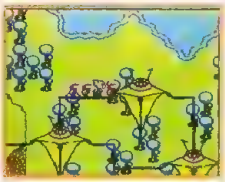
The enemy is fully animated and also has a wide variety of magic spells to attack you.



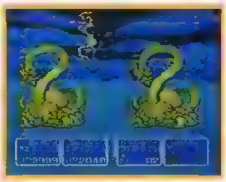
While only spots on the main map, whole new countries appear when you reach them!



Along the way you will come across houses and shops. Enter them to find new surprises.

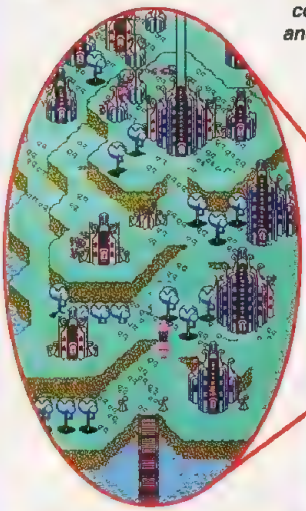


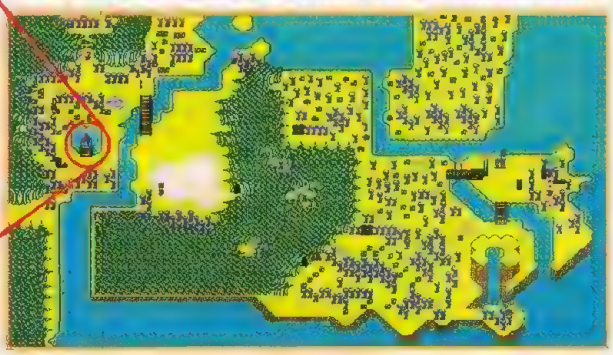
Your travels are not only limited to the ground. Hanging suspended in the sky is a whole new series of paths.



Your powers are strong! Here, your lightning magic fries the dragons which stand in your way.

A PARTIAL MAP OF THE FIRST KINGDOM!





NOTE: Game screens are very preliminary and are subject to change

HOT PROPERTY

At Last! Get these supercarts at your favorite store.

Dragon Warrior III:

Your quest for the premier RPG ends where the Legend of Erdrick begins. The long-awaited Episode Three features a choice of partners, weapons and spells enough to make even Merlin the Magician work up a sweat. Try your hand at the RPG that shook Japan.

ActRaiser:

The game that's topped the charts for Super NES. You are the master. Direct your angel to form civilization as you know it while battling a bevy of bogus beasts. Rated best 1991 video game for action, strategy and music.





ENIX AMERICA CORPORATION

ENIX

Licensed by Nintendo® for play on the

Dragon Warrior III — Nintendo ENTERTAINMENT SYSTEM®

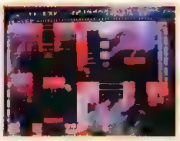
ActRaiser — SUPER Nintendo ENTERTAINMENT SYSTEM®

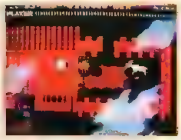
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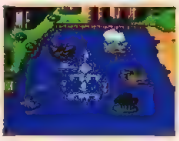
SOUL BLAZER

Enix / Super NES

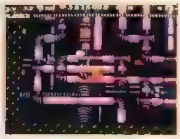
Soul Blazer is the second in the series of quest games from the masters at Enix. This game takes a different route than Act Raiser though (Act Raiser 2 will be coming out later this year). With a plot similar to the Zelda series, Soul Blazer will be pure quest game with huge mazes to challenge you every step of the way. Set primarily in an overhead perspective, SB features vivid, detailed multilayered graphics and sound as good as what we loved in Act Raiser. Note the name change to Soul Blazer.







The map shows your location!



Can you find your way out of here?



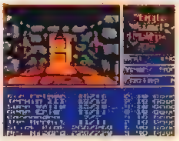


MIGHT & MAGIC II

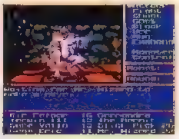
American Sammy / Super NES

American Sammy is fulfilling the needs of many role players with their Might & Magic series. With Might & Magic on its way to the NES, there also will be Might & Magic II for the SNES!

Take your band of brave warriors on a mission of epic proportions! Travel through realistic 3-D type corridors and meet up with some very strange enemies. Collect gold to purchase better equipment and weapons to take you farther into your quest!





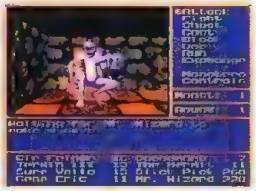


Take on the goblin to earn gold!



Beware the claws of the Witch's cat.



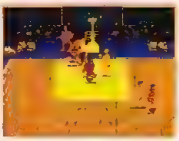


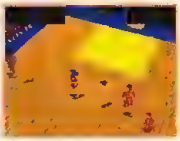
MAGIC JOHNSON'S SUPER SLAM DUNK BASKETBALL

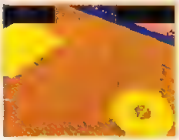
Virgin Games / Super NES

Basketball is now the number one sport being programmed on the S-NES. Virgin's version , featuring Magic Johnson, utilizes the S-NES' Mode 7 feature by rotating the court to follow the fast and furious action on the court.

You can choose from a wide variety of teams, and can pick your starting players to build the best team possible. Great multiplayer action which is sure to please the most avid of fans. Very realistic action and a tough ref.



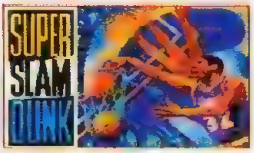




The court rotates with ease!



Try not to receive many penalties!







TAKE HOME A SEGA™ SPORTS GAME, AND WE'LL SEND YOU A BUNCH OF SWEATY JOCKS.

Our "Championship Moments" video delivers some of the biggest names and most exciting moments in Football, Basketball, Baseball and Auto Racing. We're talkin' a serious collection of non-stop stuffs, sacks, strikes, shots and skids.

And it's all yours with any Sega brand sports game from the Genesis™ or Game Gear™ line-up.

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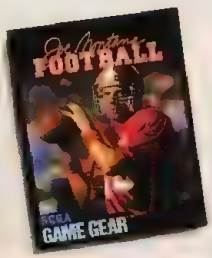
Just follow the instructions on the coupon below.

Then we'll see to it you wind up with jocks all over your TV.

SEGA GENESIS

GAME GEAR

GET SEGA'S SPORTS VIDEOTAPE, PLUS A POSTER OF JOE MONTANA.



Mail in this coupon, the Sega™ Genesis™ or Game Gear™ sports title proof of purchase (UPC symbol) and store cash register receipt dated between Feb. 15, 1992 and June 30, 1992 with a check or money order for $3.95 to cover shipping and handling. Make check/money order out to: SEGA SPORTS VIDEOTAPE OFFER, and mail before July 15, 1992 to:

SEGA SPORTS VIDEO SPECIAL, P.O. Box 4138, Blair, NE 68009

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ELIGIBLE GENESIS GAMES

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- PAT RILEY BASKETBALL
- CYBERBALL
- SUPER VOLLEYBALL
- TOMMY LASORDA BASEBALL
- DAVID ROBINSON'S SUPREME COURT
- JOE MONTANA FOOTBALL
- SUPER MONACO GP
- ARNOLD PALMER GOLF
- BUSTER DOUGLAS BOXING
- WORLD CHAMPIONSHIP SOCCER

ELIGIBLE GAME GEAR GAMES

- JOE MONTANA FOOTBALL
- SUPER MONACO GP
- PUTT & PUTTER
- CLUTCH HITTER
- LEADERBOARD GOLF

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CIRCLE #107 ON READER SERVICE CARD.

JACK NICKLAUS GOLF
Tradewest / Super NES

Tradewest has converted the computer game for the Super NES. Take on some of the most challenging holes in the history of golf with the Golden Bear as your guide. You get a full set of clubs but you had better be accurate as there is very little room for error on these treacherous links. The game plays good as the swing meter is large and easy to use. There is plenty of water, sand, trees and out of bounds to challenge the best of players!



Select the right club for the shot.



Pick a course or make your own!







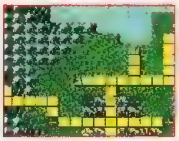


GODZILLA 2
Toho / NES

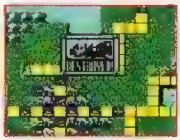
That famous rubber monster that devours Tokyo in every episode is now exclusively for NES owners!

Godzilla 2 by Toho leads you on the attack to stop Godzilla from destroying your towns. It looks and plays like an RPG, but Godzilla 2 also has some nicely animated battle scenes when an attack occurs!

There are twelve different missions to stop Godzilla until he can finally be sent to the watery grave. Coming in May from Toho!

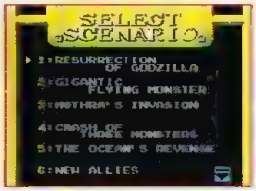


This is the map to plan your strategy!



Fighting takes place up close!

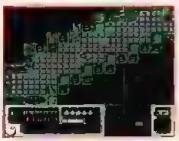


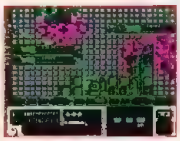


MUTANT VIRUS
ASC / NES

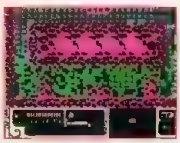
There is a mutant virus taking over the space station and it is up to you to stop the spreading before it infects the entire station!

In Mutant Virus by ASC, you pilot an advanced exo-suit capable of stopping the virus! Your Antibody Cannon has three ranges of attacking the virus. However, if you get too close to the virus, it will attach itself to you and start draining life away! Once you wipe out enough of the virus, you can head to the next level. An addicting shooter for the NES!

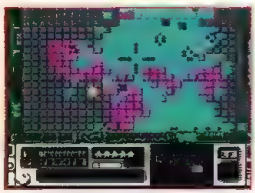


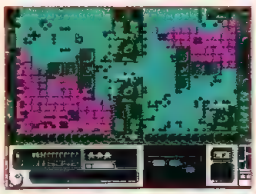


The pilot of the virus killer!



Stage 2 presents new challenges!





THE CULTURE BRAIN LINE-UP

SUPER BASEBALL SIMULATOR 1,000™

AVAILABLE FOR CHRISTMAS SUPER NES™

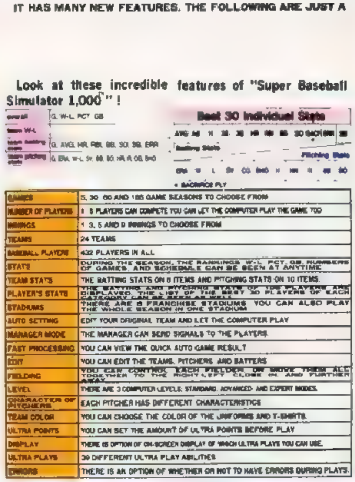
BASEBALL SIMULATOR 1,000™, NES® BEST SPORTS GAME FOR 1990, IS UPGRADED AND IS BACK FOR THE SNES™. IT HAS MANY NEW FEATURES. THE FOLLOWING ARE JUST A FEW EXAMPLES.



AWARD WINNER!

THE MAGIC OF SCHEHERAZADE WAS AWARDED BEST GRAPHIC OF THE YEAR IN 1989. BASEBALL SIMULATOR 1000 WAS VOTED "BEST SPORTS GAME OF THE YEAR IN 1990 BY GAME PLAYER'S™ MAGAZINE FOR NES™. CULTURE BRAIN WANTS TO PROVIDE ONLY THE HIGHEST QUALITY GAMES.

Look at these incredible features of "Super Baseball Simulator 1,000™"!

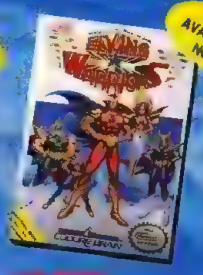


GAMES	5, 30, 60 AND 180 GAME SEASONS TO CHOOSE FROM
NUMBER OF PLAYERS	1 - 8 PLAYERS CAN COMPETE. YOU CAN LET THE COMPUTER PLAY THE GAME TOO
INNINGS	1, 3, 5 AND 9 INNINGS TO CHOOSE FROM
TEAMS	24 TEAMS
BASEBALL PLAYERS	422 PLAYERS IN ALL
STATS	DURING THE SEASON, THE RANKINGS W.L. PCT. OR NUMBERS OF GAMES AND SCHEDULE CAN BE SEEN AT ANYTIME
TEAM STATS	THE BATTING STATS ON 6 ITEMS AND PITCHING STATS ON 10 ITEMS
PLAYER'S STATS	THE BATTING AND PITCHING STATS OF THE PLAYERS ON EACH TEAM CAN BE SEEN. THEY ARE ALSO RANKED.
STADIUMS	THERE ARE 6 FRANCHISE STADIUMS. YOU CAN ALSO PLAY THE WHOLE SEASON IN ONE STADIUM.
AUTO SETTING	EDIT YOUR ORIGINAL TEAM AND LET THE COMPUTER PLAY
MANAGER MODE	THE MANAGER CAN SEND SIGNALS TO THE PLAYERS
FAST PROCESSING	YOU CAN VIEW THE QUICK AUTO GAME RESULT
EDIT	YOU CAN EDIT THE TEAMS, PITCHERS AND BATTERS
FIELDING	JUST EACH CONTROL EACH FIELDER. HE MOVES THERE ALL TOGETHER TO THE RIGHT SPOT. CLIMB IN AND FURTHER
LEVEL	THERE ARE 3 COMPUTER LEVELS: STANDARD, ADVANCED, AND EXPERT MODES.
CHARACTER OF PITCHERS	EACH PITCHER HAS DIFFERENT CHARACTERISTICS
TEAM COLOR	YOU CAN CHOOSE THE COLOR OF THE UNIFORMS AND T-SHIRTS
ULTRA POINTS	YOU CAN SET THE AMOUNT OF ULTRA POINTS BEFORE PLAY
DISPLAY	THERE IS OPTION OF ON-SCREEN DISPLAY OF WHICH ULTRA PLAYS YOU CAN USE.
ULTRA PLAYS	30 DIFFERENT ULTRA PLAY ABILITIES
ERRORS	THERE IS AN OPTION OF WHETHER OR NOT TO HAVE ERRORS DURING PLAYS.

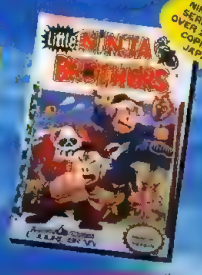




THE BEST BASEBALL GAME FOR NES™ IT HAS EXHIBITION, SEASON, EDIT MODE AND EVEN AN ACTION MODE TOO! YOU CAN PLAY IT ANYWAY YOU WANT!



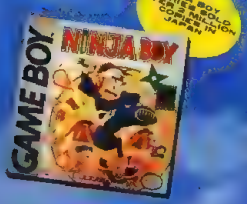
FLYING WARRIORS TRY TO KEEP THE PEACE IN THE WORLD. THIS GAME EVEN HAS A TOURNAMENT MODE THAT ALLOWS YOU TO PLAY WITH SIX DIFFERENT KINDS OF FIGHTERS. WE ARE IN THE PROCESS OF DEVELOPING "FLYING WARRIORS™" FOR SUPER NES™ NOW.



THIS IS THE GAME THAT IS PACKED WITH FUN COMICAL NINJA RPG AND ALL KINDS OF EVENTS, ACTIONS, ITEMS AND ENEMIES. YOU MIGHT LAUGH MYSTERICALLY PLAYING THIS GAME. LOOK FORWARD TO PLAYING SUPER NES™ "LITTLE NINJA BROTHERS™".



EACH OF THE 12 CHARACTERS HAS PARAMETERS ON 11 DIFFERENT PHYSICAL ABILITIES: KICK, PUNCH, SPECIAL TRICKS, ETC. THERE ARE OVER 60 DIFFERENT TECHNIQUES TO FIGHT WITH. YOU CAN EVEN TRAIN YOUR CHARACTERS TO IMPROVE THEIR ABILITIES. THIS GAME IS DEFINITELY FOR A REAL FIGHTER.



COMICAL NINJA ACTION GAME! LOOK FOR ITEMS HIDDEN IN THE ROCKS! BEAT UP THE ENEMIES AND RESCUE THE PRINCESS.



THIS GAMES' VS MODE LETS YOU PLAY WITH YOUR FRIEND. IT'S TIME FOR REAL FUN!

MORE NEW TITLES COMING SOON!

HERE'S A LINE-UP OF CULTURE BRAIN'S PRODUCTS IN THE YEAR OF '91. WE'LL CONTINUE TO DEVELOPE MANY MORE HIGH QUALITY GAMES THAT SATISFY OUR GAME PLAYERS.

CIRCLE #153 ON READER SERVICE CARD.

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REDMOND WA 98052
TEL.(206)882 2339

DANNY SULLIVAN'S INDY HEAT
Tradewest / NES

Danny Sullivan's Indy Heat puts you in the seat of a hot Indy racing car! Choose from a wide array of courses to practice on, or just go straight to the Championship races and go wheel-to-wheel with the circuits best racers!

The game is raced on a 3/4 perspective view that looks similar to Tradewest's other hit, Super Off Road!

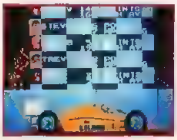
If you place high enough, you can make it to the winners circle and earn your prize.



Try the twisting Canadian track!

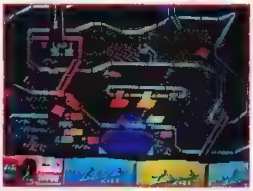


Win the race and collect your prizes!









FELIX THE CAT
Hudson Soft / NES

Hudson Soft's latest entry into the NES market is from the classic cartoon series, Felix the Cat!

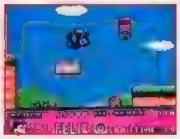
Felix must venture through many stages of kooky fun only to come across an end boss out to stop Felix! Felix can pick up different objects to aid him in his quest, but he need not rely on weapons alone. Felix is very acrobatic! He can hang upside down from platforms and climb walls when he is in trouble! A great game for kids and experienced players alike!





Enter the bonus stage for points!





Felix can hang from blocks!





BARCELONA '92
U.S. Gold / Genesis

Are you tired of just watching Olympic games on T.V.? Well, with Barcelona '92 from U.S. Gold, you can participate in many summer Olympic events!

From the menu screen, you can choose from archery, swimming, pole vaulting, skeet shooting, and many more! One to four players can join in to make the game even more exciting!

So for the next best thing to being at the games, Barcelona '92 is the one to check out!





Go for a dip in the Olympic pool...





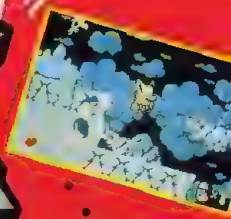
...or try your hand at pole vaulting!

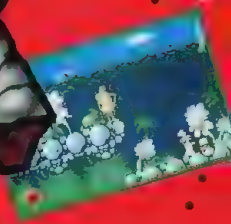


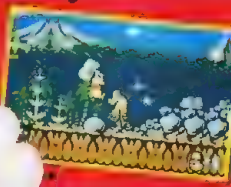



Nintendo
ENTERTAINMENT SYSTEM
GHOUL SCHOOL
ELECTRO BRAIN

CHUCK ROCK™







Don't Laugh-He's Probably Related to You!

Long before there was a Bedrock, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the luscious Ophelia.

Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

For pricing and orders, please call 800-VRG-1N07. Visa, Mastercard, American Express and checks accepted.

SEGA GENESIS

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THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Conner - the beautiful woman who holds the key to the survival of the human race.

Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

FEATURES:

- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

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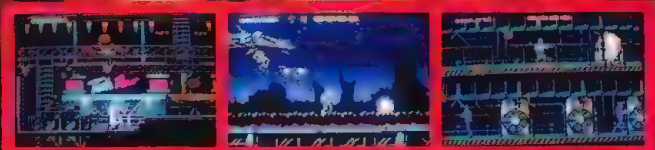
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SEGA GENESIS 16-BIT CARTRIDGE

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FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T•HQ	SUPER NES	HARD	SPRING
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	9	FIGHTING	90%

PIT-FIGHTER

FIGHTING IS THE PITS...

Deep in the New York underground lies a place where warriors of all races and creeds come to match their skills against others. Here, there are no rules, no retreats, no surrender. It is called the Pit, and the warriors are Pit-Fighters.



In Pit-Fighter for the Super NES, you may choose from three unlikely warriors: Buzz, the ex-wrestler with staggering power; Kato, the karate master with incredible speed; or Ty, the champion kick-boxer and only veteran of the Pit.





Each warrior has special devastating attacks to punish the opposition. Fight through nine matches and face the Masked Warrior, the reigning champion of the Pit. Welcome to a world where brutality is a way of life!

Play alone or with a friend at the same time!

Fight your friends in the Grudge Match!



Buzz versus The Executioner



Kato versus Chainman Eddie



Ty versus Angel



Tally up your brutality bonuses!

STREET FIGHTER II

Super NES Version

Arcade Champion Edition

The Making of the Coin-op



CAN'T YOU DO BETTER THAN THAT?

You bet! EGM knows where to go for the hottest news, and we have some information that will set you on fire! Sushi-X was the first to break the news months ago, and now we have exclusive coverage on the best video game series ever, Street Fighter II! The top-notch EGM staff went to San Jose, Calif., to speak with Capcom representatives James Goddard and Laurie Thornton. They gave us the scoop on not only the **Super NES** Street Fighter II, but the **Champion Edition** of the coin-op, as well. No other magazine has this kind of coverage. Also, keep reading for exclusive details on how the coin-op classic burst into life. EGM will show you the drawings and outlines of the best coin-op ever!

While Street Fighter II has dominated the arcades of both the United States and Japan, gamers shuddered to think of how this phenomenal coin-op would be butchered at



Street Fighter II Champion Edition



Super NES Street Fighter II

the helm of the Super NES. Well, worry no more, because the long wait is over! Due out in June of1992, Super NES Street Fighter II is a triumph for Capcom programmers. It encompasses 16 full megabits of memory, sporting a separate sound chip! The music has been digitally remastered from the Japanese compact disc sound track, as well as new voice and sound effects.

Remember the incredible 3-D warping of the intense backgrounds on the coin-op Street Fighter II? Capcom sure does, and they somehow managed to incorporate that very intricate special effect into the Super NES version. Each character is still intact, complete with every attack you have come to know and love. In fact, the awesome combos that work in the coin-op will still function beautifully on the Super NES! Amazing, isn't it?

Now, here comes the best news of all: ABSOLUTELY NO SLOWDOWN!! With all of the warping, large animated characters (moving quickly, I might add) and breakable objects floating around on screen, you may expect the entire game to lag every time you move, but have no fear, the programmers managed this feat without resorting to an accelerator chip. Perhaps other companies should look to Capcom for solid programming advice on the Super NES.

For once, a company has taken the time to produce a Super NES product the way it should be, perfect! Even using the clunky Super NES pads, the game controls beautifully. Since Capcom has not confirmed on any joystick plans, EGM must make a plea for all World Warriors out there for a company to produce a joystick with the standard six button configuration for the Super NES. With that, who would need tokens?



The Making of Street Fighter II



KEN

Ken is a former friend and fellow student of Ryu. He studied in Japan with Ryu until the day he decided to leave for America to complete his training. He quickly took to American life and began to settle down with his girlfriend, Eliza. He eventually heard about the underground Street Fighter tournament and felt the urge to compete. Eliza, his fiancee at the time, begged him not to go, but he did anyway. Ken is widely known for his berserker strength and power. His fireball is deadly, and only his peer, Ryu, can match his skill.

Birthdate:	February 14, 1965
Height:	5' 9.3"
Weight:	167.6 lbs
Sizes:	B45 W32 H34
Martial Art:	Shotokan Karate
Blood Type:	B
Likes:	spaghetti
Dislikes:	pickled plums





DRAGON PUNCH

This awesome jumping uppercut is backed by the power of the ancient dragon. He screams 'Shouryuken,' or rising dragon fist. It is nearly invincible. Only when he falls is he vulnerable. The punch button used determines the height of the punch, not the power. The joystick motion is F,D,DF,F,P.



HURRICANE KICK

When Ken executes this spinning jump kick, he speaks the ancient words 'Tatsu maki sen puu kyaku,' or dragon hurricane feet. With this attack he can spin towards his opponent and score multiple hits. The kick button pressed changes the speed and distance of the kick. The joystick motion is D,DB,B,K.



FIRE BALL

This ball of force is an extension Ken's will and determination. He yells 'Ha dou ken,' or energy wave punch, and a blue ball erupts from his outstretched palms. This attacks drains Ken slightly, so he needs a second or two to recover. The punch button used changes the speed. The joystick motion is D,DF,F,P.



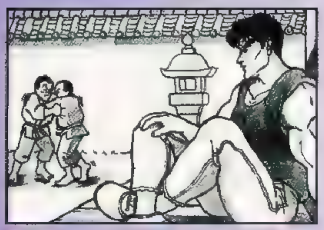


Other combos involve Ken's close roundhouse, low short kicks, and the deadly flying fierce-fierce-fireball technique. The 'neck kick' is rough.



Ken loves to use the Dragon Punch to its fullest potential. When a quick, close elbow is followed up by a jab dragon punch, he scores a triple hit!

Birth date:	July 21, 1964
Height:	5' 8.9"
Weight:	149.9 lbs
Sizes:	B44 W32 H33
Martial Art:	Shotokan Karate
Blood Type:	O
Likes:	Competition
Dislikes:	Arachnids



RYU

Ryu is a former friend and fellow student of Ken. He has studied in Japan for many years, and he lives for the fight - and nothing else. He humiliated the former World Street Fighting Champion, Sagat, by defeating him with his deadly dragon punch. For years, Ryu has sought a formidable opponent on which to test his new skills. His defensive posture is deadly to the unwary. Ryu is widely known for his awesome dragon punch and hurricane kick. His fireball is deadly, and only his peer, Ken, can match his skill.





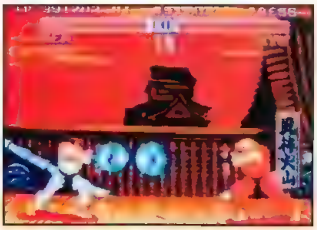
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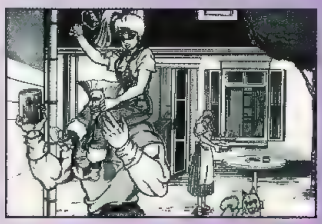


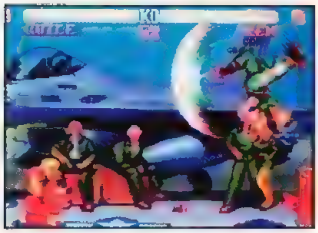


GUILE

Guile served the United States Special Forces in the Vietnam War. He and his friend Charlie were captured and tortured by a man now known as M.Bison. Days before a United States M.I.A. task force rescued them, Charlie died at the hands of M.Bison. Now, years later, he leaves his wife and young daughter to seek revenge against M.Bison in the World Street Fighter Tournament. Guile has beefed up since his tragic P.O.W. days, and has mixed his Special Forces training with domestic street fighting techniques.

Birthdate:	December 23, 1960
Height:	5' 11.7"
Weight:	189.6 lbs
Sizes:	B49 W33 H35
Martial Art:	Special Forces
Blood Type:	O
Likes:	American coffee
Dislikes:	M.Bison





JACKNIFE

Also termed the Flash Kick, Blade Kick, Razor Kick, and Somersault Kick, it is Guile most powerful counterattack. Only a few jump kicks and the Dragon Punch will overpower this vicious move. The kick button used determines the height of the kick, not the power. The joystick motion is D,C,U,K.



AIR BREAKER

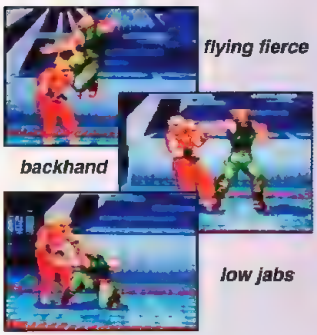
In this aerial maneuver, Guile grabs his opponent out of the air, puts them on his shoulder, and slams back down to the ground. Guile can also throw enemies to the ground by using punch instead of kick. The Short kick button is not used. Jump toward your opponent and press D,K.



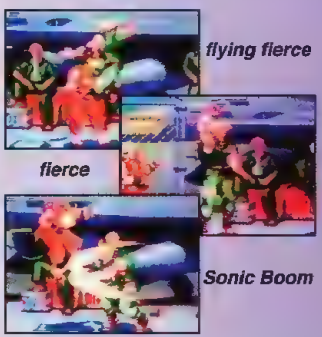
SONIC BOOM

This wave of sound is as deadly as a fire ball. He yells 'Sonic boom,' waves his fists, and a wave of sound spins towards his opponent. Guile gathers strength for this move, so he needs little recovery time. This also applies to the Jacknife. The punch button used changes the speed. The joystick motion is B,C,F,P.





Other attacks: Guile can follow his slow Sonic Boom and backdrop his opponent as he blocks. This is cheap, but effective.



Guile can re-dizzy some opponents with this combo: Jump at an opponent and pull back. Hit fierce in the air, then fierce and forward, fierce.

Birthdate:	March 1, 1968
Height:	5' 6.9"
Weight:	She'll never tell
Sizes:	B35 W23 H35
Martial Art:	Wushu
Blood Type:	A
Likes:	fruits, education
Dislikes:	M.Bison



CHUN LI

Chun Li witnessed the ruthless murder of her father at the hands of M.Bison when she was just a child. Ever since then, she has trained to become the world's strongest woman and an unbeatable fighter. Her speed and agility are staggering. Of the eight original World Warriors, she is the fastest. She joins the Street Fighting Tournament the instant she learned that M.Bison would challenge the victor. It would be the only that she could exact justice on the one in this world she despises most.





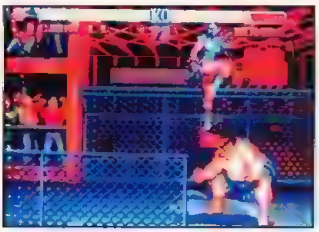
WIND KICK

Chun Li's speed comes into play when she unleases her Wind Kick. She can score multiple hits and severely drain her enemy as her foot begins to move so fast it becomes blurred. Only the wind travels as quickly. The kick button used determines the speed and power of the kick. Press any kick button rapidly.



CYCLONE KICK

When Chun Li executes this inverted spinning kick, she speaks the ancient words 'Hau do che,' or spinning bird feet. With this attack she can spin towards his opponent and score multiple hits. The kick button pressed changes the speed and distance of the kick. The joystick motion is D,DB,B,K.



HEEL KICK

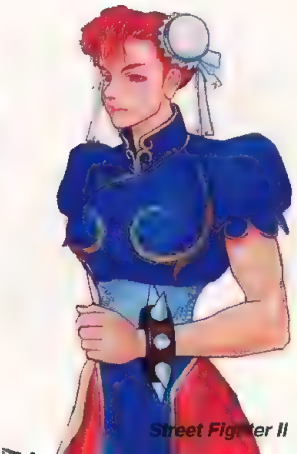
Chun Li's deadliest attack, however, must be her Heel Kick. This kick will stomp her opponent's head and allow her to exeeute another air attack as needed. As many as five hits can be scored with the correct timing. Air throws can also be performed after the heel kick. Press down and the Forward button.



Chun Li's next deadiest combo after the heel kick would have to be a flying fierce, then a fierce or low roundhouse (trip).



Other attacks involve stunning an opponent with the short or forward button and increasing button speed to perform the wind kick.





BLANKA

Blanka was lost in a plane crash over Brazil as a baby. The electrical storm that crippled his plane gave him the amazing ability to project an electrical field around his body. In the forest, he was raised by wolves, and later developed his agility and strength and learned to propel his body at his opponent. His bestial appearance is a mutation brought on by his excessive electrical charge. His mother is still searching for him and the anklets she gave him long ago. Blanka is in the Street Fighter Tournament out of vain.

Birthdate:	February 12, 1966
Height:	6' 3.6"
Weight:	216.1 lbs
Sizes:	B78 W47 H68
Martial Art:	Capoeira
Blood Type:	B
Likes:	Samantha
Dislikes:	army ants





ROLL ATTACK

Blanka has the advantage of surprise when he rolls into a ball and barrels into his opponent. Unfortunately, he can take great damage if he gets hit while in this position. Timing is the key. The punch button used determines the speed of the roll, not the power. The joystick motion is B,C,F,P.



ELECTRIC SHOCK

Blanka has the power of an electrical storm stored in his body. He can release this power in the form of an electrical field surrounding his body. Any enemy who touches this field will be in for a massive shock. The punch button pressed determines the power of the shock. Press a punch button rapidly.



FACE BITE

If Blanka is close enough, he can resort to his wilder side and bite his opponent in the face. The first bite will take of considerable damage, while each successive bite hurts his opponent only slightly. Zangief can shake him easily. Only the Fierce punch button will perform the Face Bite. The joystick motion is F,P.





All of Blanka's attacks have great reach. Fierce punch air attacks, a jump kick will hit low enemies, and the low fierce has a long reach.



Blanka has the easiest combos to master since they have greater room for error. Try a flying fierce, a strong punch, and then a low roundhouse.

Birthdate:	November 22, 1952
Height:	5' 9.3" (variable)
Weight:	105.8 lbs
Sizes:	B42 W18 H26
Martial Art:	Kabaddi
Blood Type:	O
Likes:	curry, meditation
Dislikes:	sweets



DHALSIM

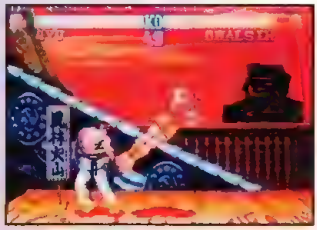
Dhalsim is a Yoga master from India. His beautiful wife has recently born him a son, so he wants to achieve a great feat for his son to be proud of. Thus, he entered the Street Fighter Tournament. As a Yoga master, he can stretch his limbs many times their normal length. As he fights, he is in a constant state of meditation to keep his mind clear of all distractions. He can also breath flames and fire balls toward his unsuspecting opponent at will. His slide kick is formidable, and can slide underneath fire balls.





YOGA FIRE

Dhalsim must have some deadly breath! He can breath fire balls at a moments notice. This will really burn his opponents dreams of a quick and easy victory! The punch button used determines the speed of the fire ball, not the power. The joystick motion is D,DF,F,P. His Yoga Flame uses a full half circle motion.



YOGA SPEAR

Dhalsim can jump into the air and come down in a diagonal line feet first. This is the Yoga Spear. It is hard to defend against thanks to the sharp angle he moves. This attack is a great setup for a throw or Yoga Nugie. Press the Roundhouse button at the height of his jump. Use Fierce for a Yoga Mummy instead.



YOGA NUGIE

Dhalsim's stretchable limbs can reach out and grab an opponeent and bash in his head. This is the Yoga Nugie, and it can be performed more than once if you have really good timing. Only the strong punch button will perform the Yoga Nugie. Press F,P. Use Fierce for a throw instead.



Dhalsim's headbutt (a close fierce) can score a double hit! Perform a Yoga Nugie, walk forward while the enemy is in the air, and headbutt!



Dhalsim can knock any air attack out of the air using his high jump kick, low jump kick, normal fierce punch, or his slide. Timing is everything!



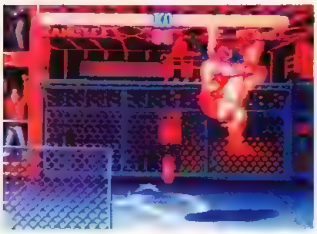


ZANGIEF

Zangief is a proud Soviet wrestler who trains by fighting grizzly bears. His numerous scars are a testament to his battles. He has no missile attacks, and needs none. His strength is unmatched in all circles, but he lacks the speed of his many opponents. He is, however, the master of numerous bone-crunching wrestling maneuvers, including the awesome Screwdriver, a spinning piledriver. He wants to do his country proud by defeating the well-known dictator M.Bison in the World Street Fighter Tournament.

Birthdate:	June 1, 1956
Height:	6' 11.1"
Weight:	253.5 lbs
Sizes:	B64 W50 H59
Martial Art:	Sambo
Blood Type:	A
Likes:	wrestling bears
Dislikes:	missile attacks





SCREWDRIVER

This awesome power move can grab characters from up to three full inches away, even through attacks. Only the Dragon Punch can cause more damage in one hit. The punch button used determines the speed of the spin, not the power. The joystick motion is F,FD,D,DB,B,BU,P. (Hint: the motion is 5/8 of a circle.)



SPIN PUNCH

When Zangief must face an opponent who loves to throw fire balls, sonic booms, or torpedo attacks, he can utilize his spin punch and become immune to harm. He can be hit low, however, and he cannot advance while in this motion. Only use this attack as a defensive move. Press all three punch buttons.



HEAD SLAM

But one of many powerful wrestling techniques available to Zangief, the Head Slam is visually brutal. He grabs his opponent, flips him upside down, and slams his head into the ground, causing the earth to shake. The punch button used is the Roundhouse button. The joystick motion is F,K.





Zangief has other techniques with great range and damage. They are his swan dive, double-hit roundhouse, and the leg trip.



Obviously, the technique of choice is the mighty Screwdriver, but sometimes you need to set it up with a jumping fierce or a foot stomp.

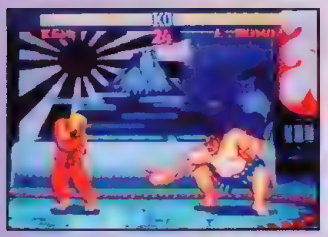
E.HONDA

Birthdate:	November 3, 1960
Height:	6' 0.8"
Weight:	302.0 lbs
Sizes:	B83 W71 H83
Martial Art:	Sumo Wrestling
Blood Type:	A
Likes:	bathing, discipline
Dislikes:	indecisiveness



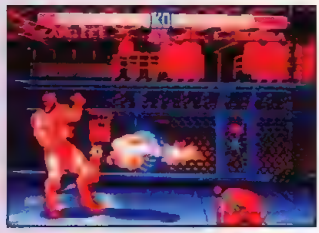
E.Honda is Japan's number one Sumo wrestler. He teaches young wrestlers how to put their mind and body in perfect harmony and how to eat "nabe." He feels his students have begun to question the superiority of the Japanese Sumo wrestling in the martial arts, so he joins the World Street Fighting Tournament to prove them wrong. Like a true teacher, he pushes himself further than he pushes his students. He has mastered the deadly Lightning Hand and the Sumo Torpedo. His shattering holds are devestating.





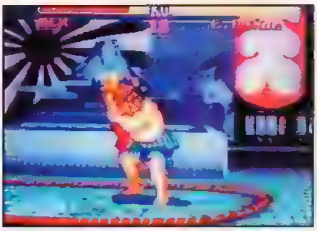
LIGHTNING HAND

E.Honda's Lightning Hand moves so fast it nearly seems likes a hundred hands, all pummeling his opponent at once. This attack is great on a cornered opponent. Multiple hits are possible with dizziness. The punch button used determines the speed and power of the punch. Push any punch button rapidly.



SUMO TORPEDO

E.Honda can concentrate and send his massive body sailing through the air in a straight line across the screen, bashing his opponent. A close Sumo Torpedo can cause a double hit like a headbutt. The punch button pressed changes the speed of the torpedo. The joystick motion is B,C,F,P.



SUMO CRUSH

E.Honda can get his opponent in a bone-crushing bear hug if he gets in range. This attack will be more effective if E.Honda performs a cannonball attack (flying short kick) to stun the enemy. The fierce punch button is used. The joystick motion is F,P. The Strong punch button will cause a throw.



E.Honda has very few combos other than his cannonball-throw/crush. If you are fast enough, you can use the Lightning Fist after the Crush.



By utilizing E.Honda's double hits, his close roundhouse and his close knee, you can dizzy an opponent if you get a third hit, like a torpedo.





BALROG

Birthdate:	September 4, 1968
Height:	6' 6.0"
Weight:	224.8 lbs
Sizes:	B47 W35 H39
Martial Art:	Boxing
Blood Type:	A
Likes:	women, bourbon
Dislikes:	math, effort





Balrog is the former Heavyweight Boxing Champion, but now he spends his time boxing in an empty Las Vegas alley and drinking in bars. He cannot understand how he lost his title, so he wants to prove his power in the underground circuits. His Super Backfist is unwithstandable. He has a driving uppercut which will drain energy even when blocked. His defense ratio is low, but his stamina is excellent. He can pummel off half of his opponents energy in the first 5 seconds. Watch out for his jumping punch-low punch combo. He hits below the waist!







VEGA

Birthdate:	January 27, 1967
Height:	6' 1.2"
Weight:	158.7 lbs
Sizes:	B48 W29 H33
Martial Art:	Bull Fighting
Blood Type:	O
Likes:	beauty, himself
Dislikes:	ugly things





Vega is a vain creature indeed. He believes himself to be the most handsome man on earth, and only beauty counts. He wears a mask to protect his face and a claw for long range attacks. His long legs are hard to overcome in the air. This lanky matador hides a treasure house filled with exotic animals and objects. He can climb on the fence in his area and jump down upon unsuspecting opponents. From there, he can either backdrop or swan dive his foe. He can also spring from walls like Chun Li and perform an air throw.











Sagat was the former World Street Fighting Champion until Ryu defeated him. Ryu's deadly Dragon Punch burned a huge scar in Sagat's chest, serving as an unending reminder of his shame. After years of training, he managed to improve hisTiger blasts and develop his Tiger Uppercut. He believes the Tiger Uppercut is deadlier than the Dragon Punch because it starts lower and goes higher. Unfortunately, this drains him considerably and leaves him open to a devastating counter blow which drains off energy at twice the strength. He might never learn.





SAGAT

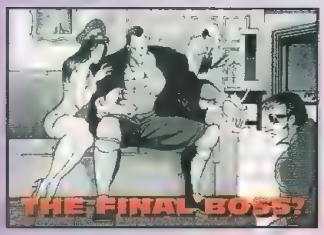
Birthdate:	July 2, 1955
Height:	7' 5.0"
Weight:	172.0 lbs
Sizes:	B51 W34 H37
Martial Art:	Muay Thai
Blood Type:	B
Likes:	strong opponents
Dislikes:	dragon punch, Ryu







M.Bison is one of the world's last dictators. He can channel energy through his body to pack extra power to his punches. He went to war in Vietnam for his own gain, capturing prisoners and holding them for places of power or money. He then went on a rampage through Asia, taking over small shops and murdering anyone who stood in his way. Now, as the leader of a large underground army, M.Bison plans a show of power at the World Street Fighter Tournament. No World Warrior has defeated him yet, and he remains to be challenged...





M.BISON

Birthdate:	April 17, 19??
Height:	5' 11.7"
Weight:	176.4 lbs
Sizes:	B51 W33 H36
Martial Art:	Ler Drit
Blood Type:	A
Likes:	world conquest
Dislikes:	incompetance

STREET FIGHTER II
Champion Edition

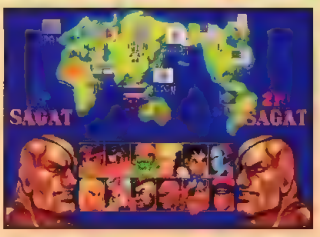


GET LOST, YOU CAN'T COMPARE TO MY POWER.

Get ready for a knock-out punch! EGM is the first with the best news in the arcade world and beyond! We recently took a trip to Capcom to speak with James Goddard and Laurie Thornton on the future of Capcom's greatest triumph, Street Fighter II. We asked, "How do you improve on a game that is nearly perfect?" What resulted is a project of mammoth proportions.

After taking gamer praises and complaints, the designers and programmers at Capcom came up with the idea for Street Fighter II Champion Edition. This coin-op can truly be called the ultimate fighting machine. While retaining every positive aspect of the original Street Fighter II, it adds more detail and competitive techniques.

For starters, every character has been touched up or redrawn in brilliant colors and shadows. For example, Ryu, Ken, and Guile now look much older and tougher. Ryu and Ken's chests are bursting with muscles and wash-board stomachs. Guile has similar enhancements. Sagat is no longer the tall, skinny bully, but a hulking monster of a man who really looks like the powerful adversary he is. Chun Li, believe it or not, is even hotter. The list of changes goes on and on.



Now you can select all 12 Warriors!

Besides graphical changes, each character has either new attacks, improved attacks, or both. Only Guile and Dhalsim seemed doomed to become weaker. Guile has slower jabs. Dhalsim has a harder time grabbing people. These changes are not changes to Guile and Dhalsim, however, but changes to the other characters! Every character has been sped up significantly enough to counter cheap shots and previously unavoidable attacks.

Oh, did I mention new moves? How about Chun Li's new somersault kick, or her power reverse kick.

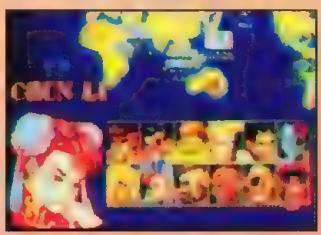
Blanka can do two new things: first, he can stop after rolling a short distance by using the jab button. This distance is not controllable, but a good Blanka player can stop in front of Guile's Razor Kick and attack. Blanka is now immune to fireballs when he is wrapped in his electrical field. This will set up a whole new dimension of attacks for the mutant from Brazil.

Zangief, the most well-rounded character in the game, albeit slow, can move while he performs his spin punch. This will be great against people who know nothing but fireballs. Look out, Guile!

Honda, the most underrated character in the game, has a turbo-charged Sumo Torpedo, and his Lightning Fists come out even with the Fierce button. Before, you needed to use the Jab or Strong button in tandem with the Fierce to keep it going. Chun Li's Wind Kick and Blanka's Electric Field will be adjusted accordingly as well.



Ryu has a whole new look!



Chun Li never looked hotter!



M.Bison versus Guile!

Ken and Ryu will undergo two drastic and significant changes. Number one, their low short kicks will not go as fast. Second, their fierce dragon punch has a much larger arc, enabling new offensives. The controls have been adjusted to coordinate exactly with the buttons. This means you will have to work harder to get the same results as before.

As for the new boss characters, Sagat now has an awesome throw, and he recovery time is excellent. Balrog has a headbutt and some sucker punches. All six buttons are for punches. His super back fist is one of the most difficult moves in the game. Vega, on the other is just a agile as in the arcade, and he can climb the fence in his own area. At this point, Capcom could not confirm whether he will climb in other areas. James Goddard merely suggested to try climbing everywhere. M.Bison, while overpowering at the original test site in Sunnyvale, California, has been toned down to create equality for all 12 World Warriors.

No moves have been deleted, but you will have to learn the techniques all over again. Any players who depended on cheap shots will be found flat on his/her back. Characters can still perform the same cheap shots, but only if their timing is perfect and their opponent is brain-dead. The computer has gone to school and can now recognize patterns in game play and how to counteract them. Did you like fireballing Honda and roundhousing him out of the air? Forget it! You would be quickly turned into Sumo Supper. The main focus will be to learn many techniques and how to mix them up.

Another major fun-factor booster is the damage control. Damage control is the point system that controls attack ratings, defense rating, and dizziness ratio. All attacks have been scaled down where appropriate to truly reflect the attack itself. In other words, a flurry of jabs will cause minimal damage. Each characters defensive rating has been boosted so that fights last longer. A combo that would have removed one-third of your opponent's energy will now only remove one-



Ken versus Ryu: a classic matchup!

fourth. Just to make things a little more brutal, the dizziness ratio has been boosted from 4:1 to about 7:1 for weak hits. Three power hits in a row will still dizzy an opponent, but four little jabs or short kicks will not hack it. Apparently, players at the Sunnyvale test site complained that their combos were not working. While some do, they may not cause an opponent to become dizzy. Remember, the object is to rely on your skill, not the powers of your character.

One main complaint about the original Street Fighter II is that Guile and Dhalsim are far too powerful. People could easily master them and overpower all challengers. A person could be a master of Guile and stink at the other characters, but still remain on the machine all day. So, here is more good news. Even though the characters are evened out, you may play any character versus him/herself! How do you tell them apart? Well, Ken is wearing dark blue; Ryu has charcoal gray; Sagat will have red shorts and a tan; Guile will wear winter camouflage; Chun Li wears hot red tights; E.Honda has blue face paint and a red towel; Dhalsim has purple skin; Blanka has lightning blue fur; Balrog has red shorts; Vega's pants are a different shade; and M.Bison will appear in Pine Green -- awesome!



Balrog versus Sagat!

The last major change is in the backgrounds. Each background has been redrawn with greater attention to detail. Ryu's background is now at night; the bicyclists in Chun Li's area are high-res characters. Some changes are colors only, but each area has extra detail added. Hmm...

Look for the Street Fighter II Champion Edition to appear at local arcades in April or May '92. It boasts a larger casing allowing for free movement for the two combatants. The Champion Edition is not going to be available as an upgrade to existing Street Fighter II machines at the time of release. Get ready for the best fighting simulation ever. See you at the arcade! Shouryuken!!



Vega versus M.Bison!



Look for this title screen!

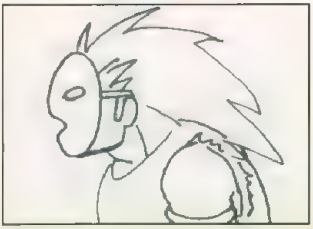


The Making of STREET FIGHTER II

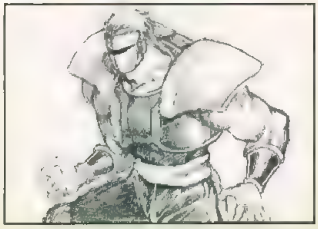
I WILL MEDITATE AND THEN DESTROY YOU.

What does it take to create a smash hit video arcade game? Well, it takes imagination, programming expertise, top-notch designers, state-of-the-art technology, and perhaps a little insanity. How else do you explain the innovative fighting simulation of Street Fighter II? Probably the hardest aspect to designing a game is to originate the idea.

Just thinking, 'let's make a fighting game,' is not enough. You must go one step further and decide what format to use. Luckily for all of us, the designers of Street Fighter II opted with the one-on--one format. They also elimated the standard attack/jump style of most action games and went with 6 buttons, 3 for different levels of punches, and 3 for different levels of kicks. The joystick was set up to not only move the character, but act as a means to set up a defense and to leap high in the air. With this established, the next step is to design the characters and their personalities.



What do you get when you cross...



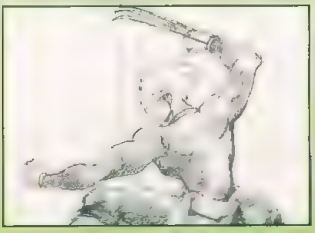
Looks like a hunchback...

Most fighting games are generic. They involve maybe one or two styles of fighting with enemy clones through the game. Street Fighter II goes far beyond that. Now you are dealing with 11 different types of the martial arts, each with their own strengths and weaknesses. In Street Fighter II, you may select from 7 of those martial arts styles (soon to be all 11), and decide which works best for you. No other fighting simulation can take you through so many different options.

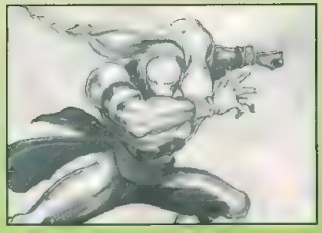
Now comes the fun part. Actually outlining the characters and designing the graphics. Each animation is painstakingly drawn and programmed, right down to the last detail. Then, after all the characters are complete, backgrounds can be drawn and incorporated. Moving backgrounds like in Street Fighter II are more complicated than they



Where is the Round Table?



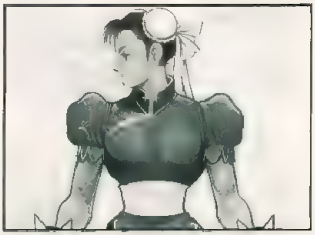
Hmm... he looks familiar!



Right On!



Military Chun Li!



The familiar figure.



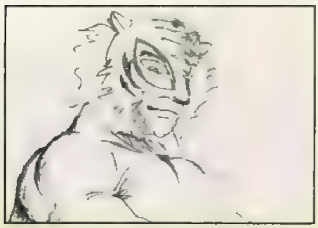
The strongman Zangief

appear. The 3-D warping effect is a triumph of technology.

Sound easy so far? Not! The fun is just beginning! Even with the characters and backgrounds programmed, the computer must have intelligence in order to be a worthy opponent. Certain attacks must counter others, and some can be clearly defined as power attacks that take off energy even when blocked. The designers of Street Fighter II even went so far as to add a dizziness feature if a character gets pummeled. Other details like the busting barrels, smashing boxes, and shattering statues are all insignificant as far as game play, but they add spectacular realism.

Let's not forget bonus rounds! They may seem boring, but they are an excellent place to bone up on your skills and improve your fighting. Besides, beating the headlights out of a car is just plain fun! Adding variety to break the monotony is crucial to designing a hot game.

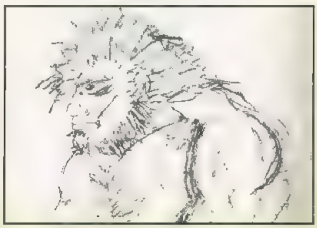
Lastly, you must design the cabinet and set marketing into motion. If the game has sharp, colorful graphics, responsive control, jamming music, and addictive game play, it will succeed in a market where the greatest critics are the people who play it. All in all, video games are the blend of intelligence and creativity.



Blanka - Take 1



Blanka - Take 2



Blanka - Take 3

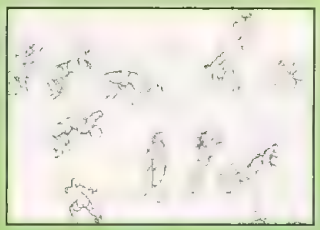
All of the sketches shown here are original drawings by Street Fighter II designers as they brainstormed their way into the most monumental video game of the decade. The pictures on the first page of this section detail the transformation of the World Warrior Vega. The first picture may have been the inspiration for the Blanka, the Brazilian mutant. Imagine what it might have been like to face the knightly figure in hand-to-sword combat.

The first two pictures on this page show the transition of Chun Li from a military woman to a hot oriental girl with an attitude. Zangief (third picture here) remained relatively unchanged. Blanka underwent a transformation from masked warrior to mutant. Ryu and Ken have the same body with different colors and heads, and as you can see, the final depiction of Ryu stayed close to the drawing.

The last two photos will give you an idea of how the designers created and animated the characters moves, and just what M.Bison might look like after losing a fight. Hold on! If you think that's nasty, just wait until you see the final picture in the upcoming Champion Edition! See you then!



Ryu is pretty standard.



Martial Arts Training.



The many faces of Bison!

TRICKS OF THE TRADE

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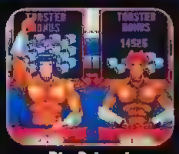
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Callers must use a touch tone phone.

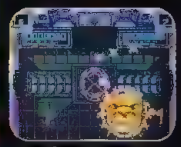
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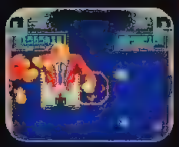
BRING THE HIT ARCADE GAME HOME!

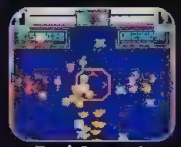
SUPER SMASH T.V.

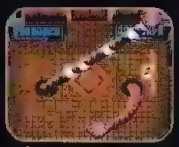

Relentless Onslaught!


Big Prizes!


Scarface Massacre!


M.C. Mayhem!


Total Carnage!


Cobra Extermination!

SAVE YOUR QUARTERS...

Once, the only way to experience the explosive, arcade action of Smash TV was to play it in the arcades. That was then...

SUPER SMASH TV™ for your SUPER NES® is now! It's the *real* arcade game! Sure, you can win cars and toasters - but first destroy the metal munching twin cobras, 30 tons of angry Mutoid Man, club wielding mechanoids and more. After all, this is the game with the ultimate in prizes...your life!

Tune into SUPER SMASH TV™ and bring the smashing arcade action home!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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CIRCLE #150 ON READER SERVICE CARD.

SUPER EGM PREVIEW!

Magic Sword

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	51	ACTION	100%

AND YOU SHALL CARRY THE SWORD OF VICTORY

The popular arcade game from Capcom is coming to the Super NES in a full-fledged 8-Meg cart with solid arcade action and incredible graphics and sounds. Magic Sword is a side-scrolling action adventure in which the main character sets out to destroy the Evil Black Orb. The Black Orb has awakened at the mysterious place known as Drokmar Keep. Uncontrolled darkness has settled over the land and all kinds of deadly creatures are walking the earth. A lone warrior decides to put an end to this terror and goes a quest to destroy the forces of darkness. Along the way, the brave warrior will find all sorts of power-ups and enhancements. You will also find valuable keys. These keys will unlock the doors that are keeping some of your partners captive. By releasing the prisoners you gain a companion for your quest. Each prisoners have their own weapon and special technique that will benefit you in your battles. For example if you happen to have the Paladin with you, she has incredible firepower and will help you to defeat the end bosses easier. At the beginning of the game you have the choice you starting on whatever floor you want. If you are an advanced player you can you go straight to the last few levels. If you are a novice though, you should start at the beginning and build up your strength. You must fight your way through over 50 levels of intense hack and slash action before reaching the final boss and putting an end to the chaos. You must learn the strengths and weaknesses of the different prisoners and which character will help you most on each of the levels. Can you scale the heights of the magnificent medieval tower? Will you be able to make it through the traps and deadly creatures that inhabit the castle? You must survive all 50 floors and win the final battle with the Black Orb to destroy it and the evil power it possesses.





You can select which floor you begin at just like in the coin-op.



You can continue 3 times and it will not even cost you a quarter.

RESCUE THE DIFFERENT PRISONERS FOR MORE FIREPOWER!

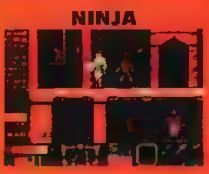










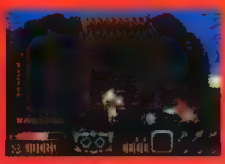


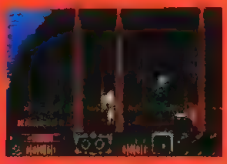




THE ADVENTURE BEGINS IN LEVEL ONE!







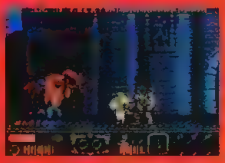






FIGHT YOUR WAY THROUGH THE FOREST!
The forest is filled with many dangers. There are all kinds of enemies waiting to attack you. Collect the keys so you can free the prisoners and gain allies to help you fight the boss. Also collect as much gold as you can for a vitality bonus when you beat the level.

BOSS ONE!
If you have the Paladin you will be able to defeat this boss easily. You will get a more powerful sword for beating him.









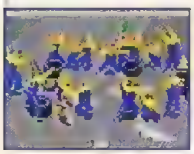
A HUGE BATTLE AWAITS YOU IN THE CASTLE!
Level one was just a taste of things to come. Now that you've made it to the castle get ready for even more action. You'll have to deal with pillars of fire, rivers of lava, skeletons, killer bears, and other wild creatures. You will find many power-ups along the way and there are also many prisoners who will help you in your noble quest.

F1 ROC
RACE OF CHAMPIONS



PUT THE PEDAL TO THE METAL!!!

Listen to the crowd roar as you burn rubber off of the starting line in this new racing game for the Super NES. You will be behind the wheel of a real F-1 race car, and you can customize the car to your liking. You will be able to upgrade your car by adding a new chassis, transmission, brakes, suspension, diffusers, a new front wing or rear wing, new tires, engine and/or refuel your supply of nitro. You have to buy these new parts and the only way to get money is to win races. The higher up in the standings you finish, the more money that you get back. If you get far enough in front, it will be wise to pit and save yourself some money in damages.



Your faithful pit crew!

When you start the game, you will be able to choose two things. First, you will be able to buy some parts for your car. Then, you get to pick which track you want to race on. You can choose from 16 tracks.

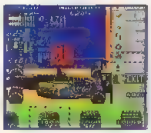
One real unique thing about this game is that it saves everything. It has a battery backup, so if you have a really good race, you will not lose your time when you turn the game off. It saves the top eight races and the best single lap times for all 16 tracks. Also, it will save the game that you are playing now. It will save the number of races you have won, the amount of money you have collected, and your current rank in the race to be the world champion.

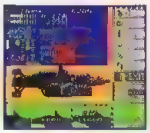


Check out this hot action on the international race ways!



Race hard and fast, and you can be the one standing on top of the winners platform raking in $7,000!





You can customize your car in many different ways, but you are going to need money to do it. When you customize, you can then watch you car being ripped apart and being put back together with the new parts!!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SETA	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RACING	60%

GET DOWN AND DIRTY IN THE PITS!!!



In the race, you may slide into a barrier, damaging your car. To repair it, you must make a pit stop. When you are getting close to the pits, a flashing sign will let you know. Stay to the right of the road to exit.





Once in the pit, the screen will rotate to give you a side view. Then, your fast and efficient pit crew will begin repairing your car. When they back off, you can build your speed to exit. You should be at top speed when you leave the pits!

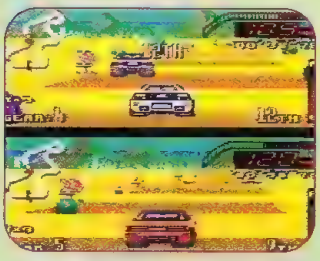


You can pull into the pit and refuel whenever necessary. Depending on which car you are driving, you may have to do this more than once per race. Get back into the race quickly, or you will lose your position!

Top Gear

Start Your Engines!

Kemco's new road racing game for the SNES, Top Gear, is fast and furious. Compete in various countries around the world, while challenging the most grueling courses this side of Indy! Pick your car from a variety of design configurations. You can choose either an automatic or a manual transmission to further customize your car. Bump and gear-grind your way through hairpin turns while doing your best to avoid the other racers. Kick into nitro power for an incredible burst of speed that makes turbochargers a thing of the past! If you are ready for intense racing action, this cart is for you.



Your abilities will be tested over a wide range of courses and terrains. It takes lots of technique to master these twisting courses from various parts of the world.



You must be a superior driver to compete on this circuit! Try to remain in the top of the rankings, or be forced to watch from the stands. A password feature lets you continue where you left off.



Pick whichever car is best suited to your individual racing style. Each car has its own strengths and weaknesses. Some have better acceleration, while others use less gas or have better tires.



Night driving tends to be very hazardous. Use your headlights and your reflexes to avoid a nasty pile-up. Downshift around corners in order to stay in control.



To blast ahead of the other racers, use your nitro for a turbocharged blast of power! For added fun, you can even race against a friend!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KEMCO	SUPER NES	AVERAGE	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	N/A	DRIVING	100%

MONKEY SEE, MONKEY DO!

Spanky's Quest is a story about a mischievous little monkey that needs to find its way home! Only by collecting keys to exit levels can it possibly hope to return home!

In Spanky's Quest, Spanky must pass through 50 levels of mayhem! The mission begins in the Grasslands! These 10 levels should provide you with adequate preparation for what is to come. The enemies are weak and it is pretty straight forward! At the end, you meet up with your first boss, a killer apple!

Stage two takes place in San Francisco. The enemies get a little tougher, but Spanky is a determined little monkey! It must fight past a wide array of new enemies as well! Your next boss is a menacing pineapple out to smash you!

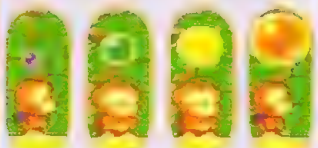
In Stage three, Spanky must locate keys, with a beautiful beach as the backdrop! Watch out when you destroy enemies because more will pop out of cans located on certain levels! The next gruesome boss is a nasty watermelon! It spits seeds and attempts to fall on you!

Spanky's Quest is a nice change of pace from the usual shooting games and one of the few good games for the younger player!



PRIMATE POWER!

Spanky's only defense against enemies is its bubble attacks, which have four stages of power!



POWER 1 | POWER 2 | POWER 3 | POWER 4

SPECIAL HATS

Spanky can collect hats to give him special abilities!



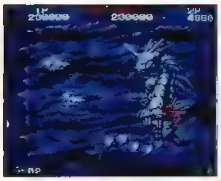
RUN FASTER | FALL SLOWER | GUIDE BALLS | POWER UP



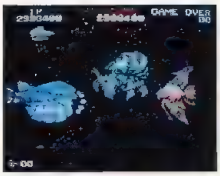
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NATSUME	SUPER NES	AVERAGE	SPRING
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	50	ADVENTURE	90%

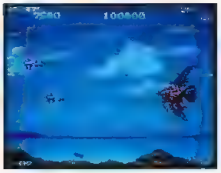
PICK YOUR PATH THROUGH THE PLANETS

2 PLAYER OPTION



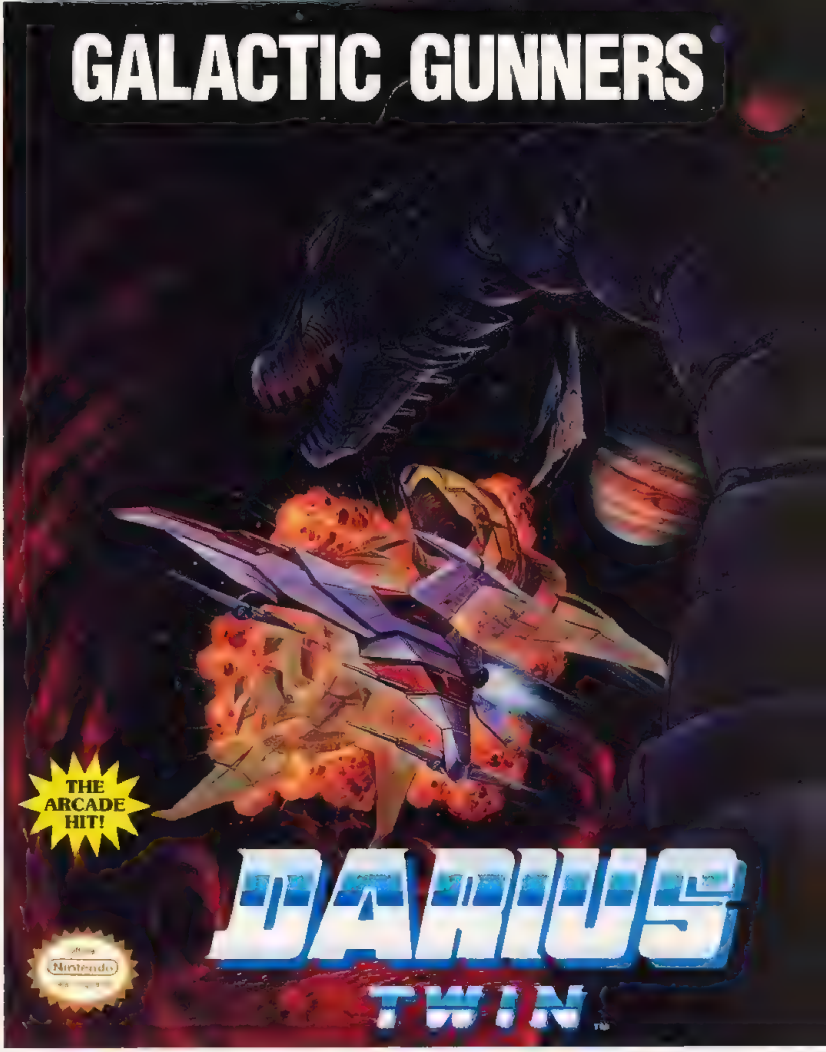








GALACTIC GUNNERS



"So you're the new hot shot pilot for the Galactic Federation, aye? Well lend an ear rookie and learn a few things from a veteran galactic gunner.

First of all, those Silver Hawk warships you'll be flying aren't toys. They are sleek shifty, state of the art battle cruisers with a load of firepower. You'll need every bit of it too! That evil tyrant, Belser, and his metal monster spacecrafts, will fire weapons you've never seen before. And if your maneuvers are any slower than light-speed, you'll be nothin' but space sparks.

Our only chance to save the planet Darius and restore order in the galaxy, is by keeping our pilots alive. I've seen plenty of good pilots go by the wayside because they hit the panic button as soon as they got a glimpse of those oversized monster ships In other words, keep your composure kid. It's also a darn good idea to fly your missions with a good buddy After all, any good pilot can use a trusty wingman.

SUPER NINTENDO

Well kid, it sounds like they're calling your number. I hope we get a chance to talk again. Good luck, rookie!"

TAITO™
THE ONLY GAME IN TOWN.

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"I LIKE IT!"

At last, the video game version of the hit movie is going to come to us! The Rocketeer is coming to us from I.G.S. packed full of awesome cinema displays straight from the movie. The action begins with you as the character Cliff. In scenes one and two, Cliff is the pilot of the Gee-Bee, and you have to win both races in order to be able to use the rocket-pack. Then, the real fun begins! You are working in the airplane hangar when thieves try to take the belt. Shoot your way out of the hangar, and start to learn your abilities with the rocket. Be prepared to race head-to-head against airplanes with the high speed power of the rocket-belt under your control. Throughout the various remaining scenes, your high flying, rocketing and fighting abilities must be in top shape because you must rescue your girl. Defeat the enemy, save the nation and experience the thrill of flight!

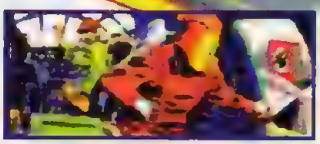
FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
IGS	SUPER NES	EASY	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	ACTION	100%

THE ROCKETEER









The game begins with you flying the GeeBee against two other planes. Win two races and earn a chance to fly the rocketbelt!



INTENSE CINEMA DISPLAYS STRAIGHT FROM THE MOVIE!



Maneuver your way through enemy airspace. Beware of the guns that will be shooting at from every direction!



Shoot your way out of the airplane hanger!



Fight your way through the last of the fighter plains to the blimp.



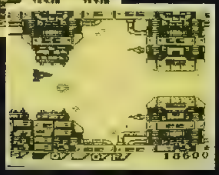
Rocket to the blimp for the last battle and your girlfriend

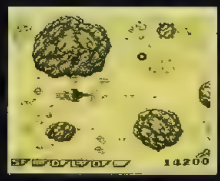


HIGH VOLTAGE WARNING: OPEN ONLY IF YOU'RE QUALIFIED TO HANDLE MEGA MEGA POWER.

Are you up for the most intense interstellar assault on Game Boy®? Well if you've got the right stuff, we've got the challenge.







- ❑ Juiced up two megs supply incredible graphics and smooth game play.
- ❑ Command the Vic Viper Model BP 456Y Star Fighter as you rip through 5 grueling stages battling the Bacterion Beast Squadron.
- ❑ The double scrolling technique adds an amazing 3D effect so you get a sharp view of every move.
- ❑ Equipped with three supremely lethal attack modes: Intruder Missiles, Double Guns 'A Blazing and Laser Warfare.
- ❑ Five different power-ups help blast your way to survival including Ripple Blasts, Multiple Warheads, Ghost Fighters, Force Fields and the Mega Destruction Device.
- ❑ Hone your battle skills in the Practice Galaxy. That's what it's designed for.

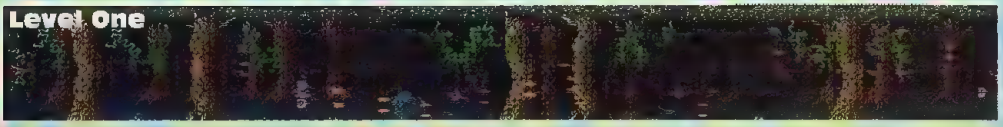


The Bacterion Beast Squadron is fast approaching. If you don't have your act together, you're fried.

KONAMI®

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CIRCLE #146 ON READER SERVICE CARD.

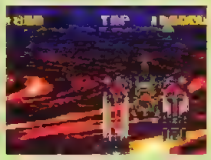


THUNDER SPIRITS

POWER UP!

Thunder Spirits is a brand new shooter from Seika Corporation for the Super NES. Game play, weapons and graphics are very similar to the Thunderforce series. Stage one takes you rocketing through the forested region of the planet. In stage two, navigate your ship through the fiery depths of the galaxy. Stage three is set in the murky depths of the ocean. Stage four puts you in the cockpit fighting your way through outer space in search for the final stage, five, which is an intense mechanized world. Are you ready for the challenge?!! Check this one out from Seika!


Stage 1 Boss


Stage 2 Boss

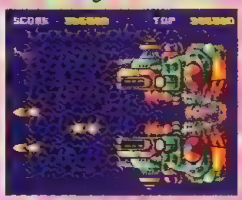

Stage 3 Boss


Stage 4


Stage 4 Boss

Pilot your ship through the meteor shower in stage four! This is intense!!!!


Stage 5


Stage 5 Boss

Stage five...the final challenge. Fly into the heart of a mechanized planet for the final battle.

WEAPON OPTIONS


Sever Beam


Lancer Beam


Fire Beam


Wave Beam


Hunter Beam


Options 1-Up Shield

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEIKA	SUPER NES	AVERAGE	SUMMER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	5	SHOOTER	90%

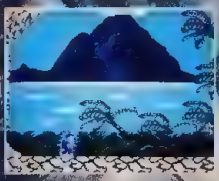


Climb Through Seven Exotic Levels!

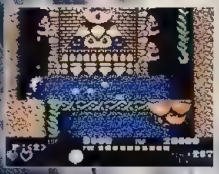
The Shoes! You Gotta Get the Shoes!

Be Careful! It's a Jungle Out There!

Master the Wonder of Magical Warfare!









THE ARCADE HIT!

Toki

RUMBLE IN THE JUNGLE

Official Nintendo Seal of Quality

What are you looking at? I suppose you've never seen a fire breathing ape before, aye? Well to tell you the truth, neither had I, until that dirty rat Vookimedlo turned me into one. All right! All right! I'll tell you who Vookimedlo is and why he did this to me.

Vookimedlo is an evil sorcerer who's had his eye on my girl for some time now and I can't say I blame him for that. But he's nothin' but bad news and, needless to say, my worst enemy! So, he and his big buddy, Bashtar the invisible giant, ganged-up on me and kidnapped my girl Miho. Vookimedlo zapped me and turned me into a little, helpless monkey. Fortunately, the Spirit of the Jungle doesn't like those two scoundrels either, and gave me the ability to blow fireballs. Otherwise, I'd just be a little snack for his crazy creatures.

Well, I'd better get movin'. I've got plenty of running, climbing, swimming, shooting, and jumping to do. Hopefully I can find my sneakers and get some serious air! If not, there will be plenty of goodies along the way I can use. Enough chit-chat already! If you're comin' along, you'd better be ready for a wild jaunt in the jungle. Hurry-up! I've gotta get out of this monkey suit!

Nintendo ENTERTAINMENT SYSTEM®

TAITO
THE ONLY GAME IN TOWN

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Simply The Best In The Business!
DIE HARD
Go with a winner
is here for you!
most informed staff
MEGA DRIVE
GENESIS
GAME GEAR
LYNX
PC Engine
I Eat Sega CD's For Lunch!
Oh Yeah!?! Eat This!
It's War!
Scope It Out At DIE HARD!
The Awesome Super Scope!
Where's The Nintendo CD?!
I'm Alive! In Dragon's Quest V!
It's At Least A Year's Voyage! Let's Go!
SPECIAL
NEW!
MEGA DRIVE
SEGA GENESIS
SUPER FAMICOM
SUPER NES
PC ENGINE & SCD
TURBOGRAFX & CD
GAME GEAR
NEO-GEO
LYNX
Axelay (SF)
Gunforce (SNES)
Ranma 1/2 (SF)
Mega Drive!
Splatterhouse (MD)
Twinbee (PC)
Xardion (SNES)
The Incredible Zirla II
Zirla II (SCD)
Super Soccer (SNES)
Terminator (GEN)



CIRCLE #131 ON READER SERVICE CARD.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
AMER.SAMMY	NES	HARD	SPRING
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	N/A	RPG	90%

MIGHT and MAGIC

Secret of the Inner Sanctum

ENTER, YOUNG WARRIOR!

You say you have always wanted a great fantasy role playing game for your NES? Might and Magic: Secret of the Inner Sanctum may just be that game!

Be prepared to embark on a mission to find the Inner Sanctum! You can have up to four other companions to help you out. Choose from humans, elves, dwarves, gnomes and half-orcs. Each character possesses special abilities to aid your quest!

You can purchase new weapons with the gold collected from defeated enemies! Choose from a wide array of swords, maces, knives and even magic spells!

Might and Magic has all the elements to make it an exciting and involving role playing adventure!



All of the overworld scenes are played from a first person perspective view!



When you come across an important door, an info box tells you what may be inside!

FIND THESE HELPFUL FRIENDS!



1 *The Guild Master*



2 *House of Moonshadow*



3 *Otto's Training*



4 *B & B Blacksmiths*

Each of these characters can help you in different ways! Find their shops located throughout the land!



5 *Eulards Fine Foods*



6 *The Inn of Scorpigal*



7 *The Gate Keeper*



8 *Olde Hogge Tavern*

Meet some of the goons you will be facing!



Kobold

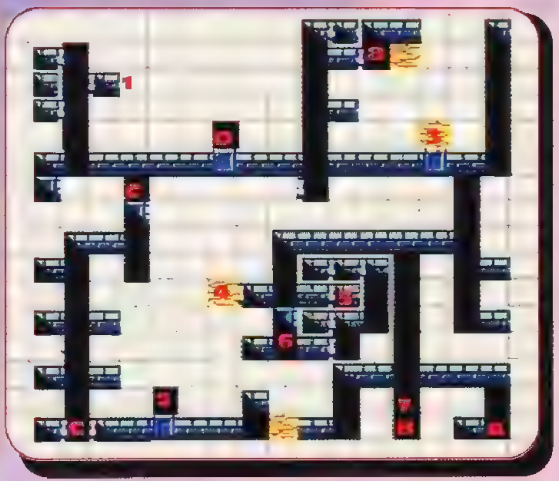


Guardsman



Sprite

A = Down Stairs
B = City Gate
C = Scorpigal Gallery
D = Jail



GET FLAGGED FOR SPEEDING.

Create a flap all over the world as you race under the flags of 16 countries in World Circuit Series™ from Ultra.® It's a high speed, full throttle tour through the spectacle of international Grand Prix racing.

- Haul asphalt on 25 world famous Formula 1 race courses.
- Skid through hairy hairpin turns and scream down straightaways from a challenging top-down perspective.
- Three uniquely engineered Grand Prix cars to choose from. Use raw racing instinct to customize your ride with different engine, transmission, wing and tire grade options.
- Cruise through test runs, qualifying laps, and push your endurance to the limit in a series circuit.
- Hit the pit to repair and adjust your car in the realistic animated sequence.
- The Nintendo® Four Player Adapter lets up to four speed demons square off against each other and a field of pros.

ULTRA® GAMES



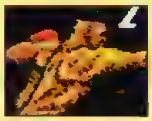
ENTER THE KONAMI® TRIPLE SWEEPS FOR A CHANCE TO WIN TICKETS TO SPORTS EVENTS YOU'LL NEVER FORGET!
Choose between a trip for two to a 1993 professional hockey or basketball championship game or the 1993 Indy 500.

Trips include coach airfare, two nights hotel and $500 spending money. No purchase necessary. See game paks for details. Sweepstakes ends July 27, 1992. Valid in USA and Canada (void in Quebec). Void where prohibited. Sweepstakes offer valid only on Double Dribble® 5 on 5™, Blades of Steel® and World Circuit Series™ Game Boy games. Sweepstakes available dependent on timely release of games. Not sponsored by Nintendo. Ultra® ULTRAGAMES® and World Circuit Series™ are registered trademarks of Ultra Software Corporation. Konami® is a registered trademark of Konami Co., Ltd. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. © 1991 Ultra Software Corporation. All Rights Reserved.

CIRCLE #146 ON READER SERVICE CARD.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ASC	NES	EASY	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	3 MEG	N/A	SPORTS	100%





Are you tough enough to win the title, "Toughest fighter in the universe?"

BECOME CHAMPION OF THE UNIVERSE!

After a huge fight, the world champion boxer gloated over his victory. His manager bragged (even more) about his fighter beating everyone he faced. "No man on Earth can beat my fighter!" Broadcast via satellite across the world, it is picked up by a passing alien spacecraft. The aliens decide it is time for this boxer to fight some real boxers, that is, alien boxers. The champ had better have some power behind his punch, because these aliens do not feel pain.

Power Punch II is a new boxing title for the 8-Bit NES. The game play is similar to that in Punch-Out, but the opponents are slightly different. The aliens are different from normal opponents, but they all have weaknesses - and special moves! The special moves cannot easily be countered, but it is possible. The fights go on until one of the opponents is defeated, so you had better train! At the beginning of each fight, there is a training session where you need to have lightning fast reflexes. Hit a punching bag, but watch it because it keeps moving.

If you want to take on some of the toughest boxers you have ever seen, who do not use boxing gloves, try Power Punch II for the Nintendo Entertainment System by ASC.

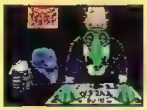


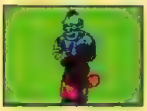




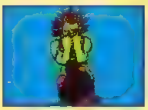


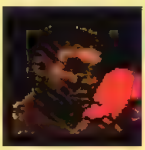


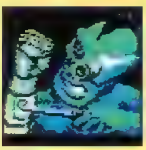












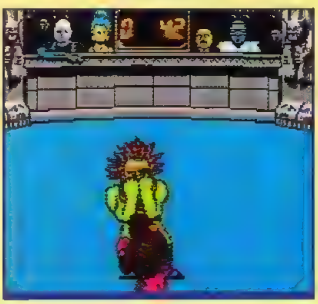
Train before the first fight, but be prepared because it is no picnic! The slug will come out and announce the first round. After that, it is the fight of the millennium, and it only gets tougher!







Below is a picture of the first fight, and what the play field looks like. You do not have much room to move around, so be careful not to get socked early!

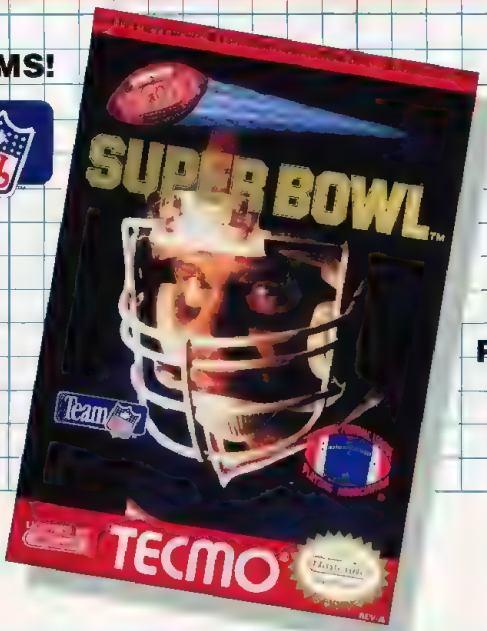


ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

REAL TEAMS!

Team NFL



REAL PLAYERS!

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION

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HERE'S 10 REASONS WHY TECMO SUPER BOWL IS THE #1 FOOTBALL GAME FOR NES!

1. TECMO SUPER BOWL HAS ALL 28 NFL TEAMS.
2. TECMO SUPER BOWL HAS OVER 800 ACTUAL NFL TEAM PLAYERS.
3. YOU CAN SELECT AND CHANGE YOUR OFFENSIVE LINE-UP.
4. YOU CAN SUBSTITUTE PLAYERS DURING THE GAME.
5. YOU CAN DEVISE YOUR OWN PLAYBOOK FOR EACH TEAM.
6. YOU CAN PLAY THE FULL 1991 NFL SCHEDULE.
7. YOU CAN CREATE YOU OWN PRO BOWL.
8. YOU CAN FORCE FUMBLES AND MAKE RECOVERIES.
9. YOU CAN USE YOUR KNOWLEDGE OF THE NFL TO BE A WINNER.
10. YOU CAN SAVE YOUR GAME SERIES FOR ANOTHER DAY.

AWESOME GRAPHICS.....

AWESOME GAME PLAY.....

AWESOME FOOTBALL.....

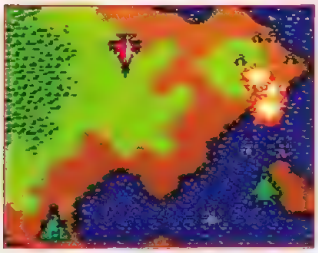
ONLY FROM TECMO.....

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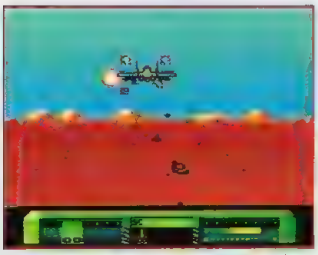
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAMERICA	NINTENDO	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	5+	SHOOTER	80%



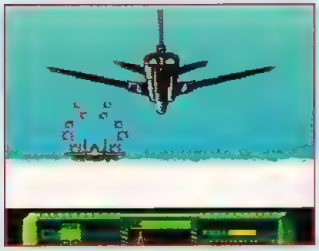
Running low on fuel? Not to worry - you can get more from your tanker when you need it!



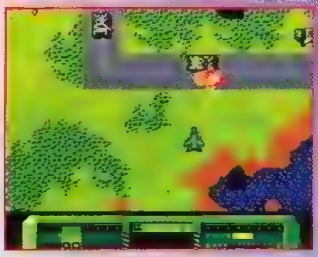
Your perspective on the battle changes to vertical scrolling for added combat excitement.



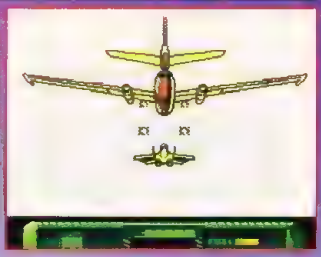
Maneuver your plane through squadron after squadron of terrorist jets! Use your speed to avoid their missiles.



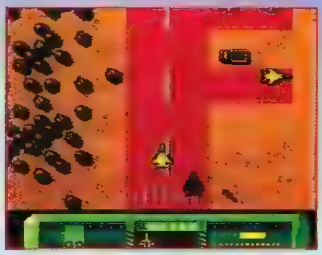
Deadly bosses like the TU-22 await you after completing every level. Blast away with your sophisticated weapons systems!



Annihilate the enemy's ground forces and cripple their military defenses. Choose from a variety of deadly weapons.



An almost endless onslaught of fierce bosses frazzle your nerves and your self-control. Always be on the alert for another attack!



Go for it! Test your skills by making a picture-perfect landing. Be careful not to miss, or you will crash and burn!

GOOD LUCK, COMRADE!

Strap yourself into the cockpit of one of the world's most deadly aircraft. Camerica's newest shooter for the NES is MIG 29 Soviet Fighter. Throttle back and accelerate to speeds well in excess of Mach 2 as you hunt and destroy squadrons of enemy aircraft. Choose from either arcade style controls or simulator controls for a completely realistic flight simulation of aerial combat. Do battle with some truly frightening bosses as you fight to rid the nation of the World Terrorist Army. Attempt to link with a tanker to get more fuel. Use a variety of high tech weapons to get the job done and make it home in one piece! Get ready to do battle and fire-up those afterburners!



NEW FOR GAME BOY



TECMO BOWL

Based on the famous arcade and NES games Now you can take the super action of Tecmo Bowl with you, anywhere!
Whether you're playing against the computer, or a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version

FEATURES:

- 1 or 2 Players
- 12 Pro teams
- Run plays/Pass plays
- Coach mode (You call the plays)
- Password continuation
- Real team players
- 11 Week season
- Cinema screens
- Password compatible with the Nes Tecmo Bowl



FEATURES:

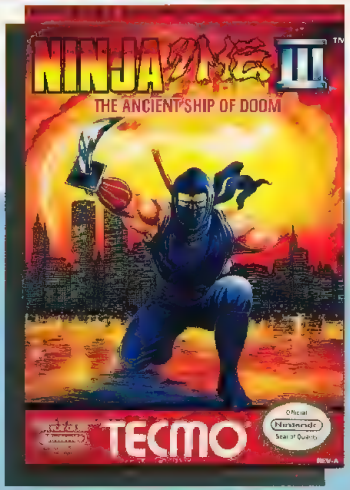
- Single player action
- Superior graphics
- Special power-ups
- Hidden ninja life force
- New ninja skills
- Challenging new "Bosses"

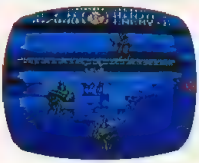
NINJA GAIDEN SHADOW

Now for your Game Boy! Fight with the all new Ninja Gaiden "Shadow" through his awesome new adventure, in the future
Collect the secret ninja power-ups to gain energy and ninja life force. Use the new ninja "Nunchaku" Rope and the "Art of the Fire Wheel" to defeat your enemies Use your proven ninja skills, and techniques to fight your way through the many challenging new levels and "Bosses".

NEW FOR NES™







NINJA GAIDEN III

★Thrilling new cinema screens
Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds.

★Exciting new power and weapons
Over the years Ninja Ryu's fighting skills have improved to include fantastic new powers and weapons.

★Action packed Ninja adventure
Can you get Ryu through his most challenging last adventure, as he battles the hideous ancient forces of darkness to save mankind?

FEATURES:

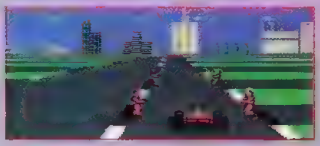
- Game continue mode
- 5 Special weapons
- 6 Power-ups
- New cinema screens
- 8 New "Bosses"
- New action techniques

▪ THE ULTIMATE NINJA CHALLENGE ▪

TECMO®

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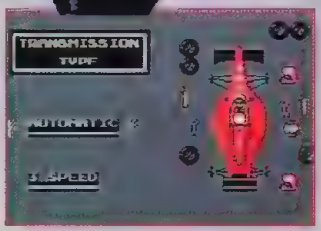
CIRCLE #123 ON READER SERVICE CARD



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	NES	AVERAGE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	16	RACING	100%



FERRARI GRAND PRIX CHALLENGE



Customize your transmission!



Prepare to race against the best!

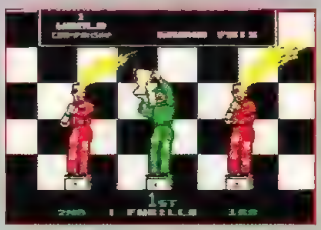
THE RACE IS ON!

The brain train of Acclaim has been working overtime pumping out some new and exciting NES carts in recent months! Their latest entry into the bulging marketplace is Ferrari: Grand Prix Challenge for the NES. No need to go to Daytona for some hot racing action, the fun is stored in one little 4-Meg monster loaded with challenges.

The game starts as you enter your name and country. Then, customize your car's transmission for unique performance. Finally, get ready to race against some of the most radical drivers around the world! To top it all off, this is a password game, so you can stop at any point and continue later on! You are given driver stats, as well as constructor stats. Multiple tracks add to the challenge.



Put your car into high gear!



Celebrate with some champagne!

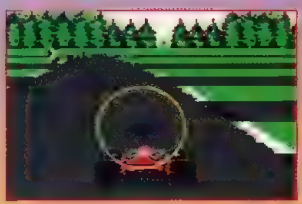
THINGS TO KEEP AN EYE OUT FOR...



EXPLODING CARS
If you so much as touch an exploding car, you are history!



POSITION LINE
The minimum ranking decreases each time you cross this line.



OIL SLICK
You will momentarily lose all traction and spin if you hit it.

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r **'DOUBLE DRAGON'** you must battle sav- age street gangs as you fight through the factories slums and wooded out skirts of the city Use fists feet knives whips bals rocks or drums and dy namite against deadly Shadow Warriors **$39**



BULLS VS LAKERS' has real players teams & more signature moves Features all 1991 playoff teams plus the East & West All Stars Improved passing & defensive controls New court graphics and active player indicator **$49**



'LEGEND OF THE MYSTICAL NINJA features simultaneous 2 player action with double warlock stages 2D and 3D zones dozens of attack moves magical puzzles to solve and items to find **$54**

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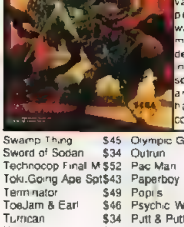
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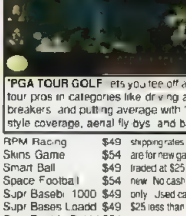
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'EXILE' is an interactive RPG Join Sadler on his quest to rid his lands of an evil Invas on Y ou will meet a variety of people from wandering holy men to bold desert bandits including large scrolling map and intense hand to-hand combat **$56**



SUPER OFF ROAD' lets you race through 8 different tracks in 16 configurations Trade in your winnings for accessories that allow you to beef up your buggy Avoid obstacles while playing with up to 4 players simultaneously **$39**



'PGA TOUR GOLF lets you tee off against 60 top tour pros in categories like driving accuracy par breakers and putting average with 3D views TV style coverage aerial fly bys and ball cam **$49**

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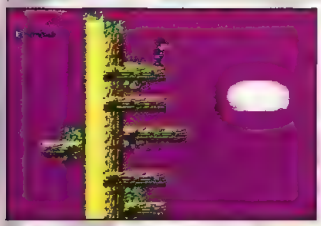
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CIRCLE #134 ON READER SERVICE CARD.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TITUS	NES	HARD	APRIL
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	6	ACTION	100%



Climb to the top of the trees to find the way to your next cool, exciting and challenging stage!



Up, up and away! You will even have to go up in the sky to locate yet another hazardous stage!

CUTE ANIMATIONS GALORE!





There are different techniques that let you defeat the cops coming after you! One such method involves kicking some eggs around!

CHECK OUT HALF OF THE FIRST ZONE!

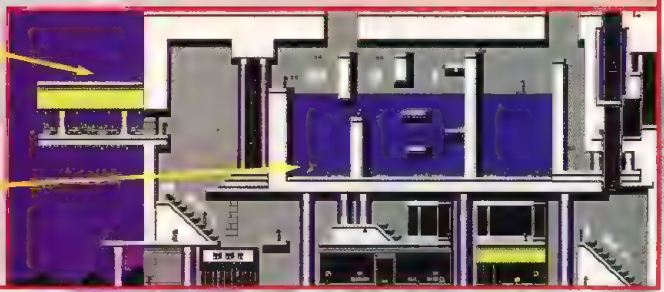
Levels, levels, levels everywhere! Shown here is but half of the first stage where you must be very careful to time your jumps just right! Your water skills will come into play, too! Find the hidden 1-Up!



Hidden 1-Up!



Ride the shark!



THE BLUES BROTHERS



JAKE AND ELWOOD, TOGETHER AGAIN!

They sent the police into a panic! They whipped the crowds into a frenzy! They redefined the cool sound of blues music! Now, they are ready to do it again! Enter...the ever popular Jake and Elwood as the Blues Brothers!

Based on the hit movie, you can play the menacing duo in a one or two player cooperative task of reaching the **stage** to make their gig ("a mission from god")! The cops are everywhere, and you need to jump and run through the city to keep one step ahead of them. Rawhide!



GO APE!

with THRILLA'S SURFARI™ for the NES®



Whoa, Thrilla Gorilla! Bag your boards for the raddest surf and skate action ever!

The evil Wazula has taken your babe to Africa. Skip the curbs and quarter-pipes; gnarly jungles and bakin' deserts are the ultimate skate challenge...ever aerial over a crocodile? Killer volcanoes and mammoth waterfalls mean surfin' more hardcore than Maui!

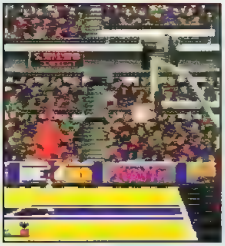
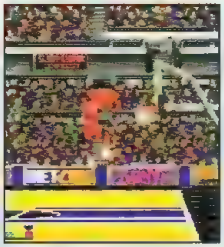
The excitement rips, but Wazula's two-headed flying Rhino and a way-tough Lava Monster demand serious shreddin'! So carve, slash, and trash Wazula with THRILLA'S SURFARI for the NES™...before he makes a monkey out of you!

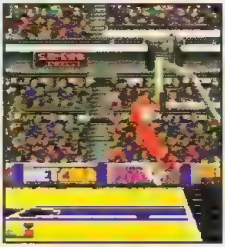
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CIRCLE #150 ON READER SERVICE CARD.

AIR JORDAN'S AWESOME SLAMS

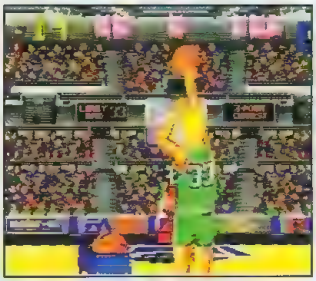





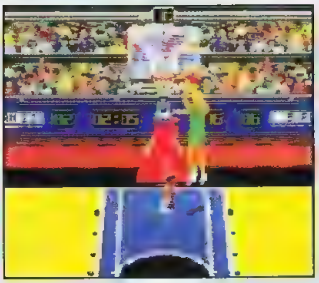
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	AVERAGE	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	100%



Be very careful not to be too aggressive, or you will get fouled! Offensive fouls, delay of game and reaching in are just some of the fouls that can be called.



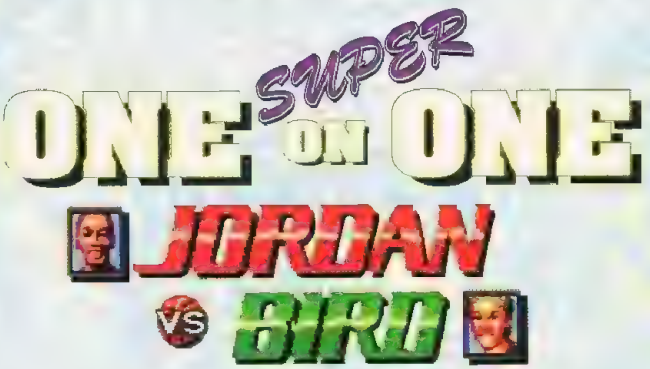
Try to sink as many three point shots as you can within the time limit. To do this, you must have a good eye, steady hands and a keen sense of timing. It takes practice and patience, so take your time and good luck!



The exciting in-your-face action is just like being on the court with Michael and Larry. Drive to the basket and pass your opponent to make the basket. You can play against a friend,or against the computer.

ARE YOU GOOD ENOUGH TO PLAY THE PROS?

Electronic Arts' Jordan vs. Bird for the Sega Genesis promises to be one of the hottest sports games of the year! With realistic graphics and fantastic game play, this cart boasts some of the coolest moves ever to hit the court. Choose from a variety of options like slam dunk contest, three point competition or go one on one against either the computer, or against a friend. If you chose the slam dunk contest, you can pick from a list of the greatest dunks that you have ever seen. In the three point contest, you must get as many baskets as you can within the time limit. If you are looking for a basketball game that is realistic as well as a great challenge, give Jordan vs. Bird a shot. The game should be available in March.





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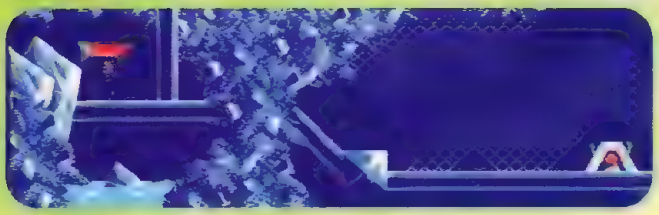
Lemmings



The hapless lemmings end up in all kinds of dangerous places. Be a pal and help them to stay alive. Teach them a variety of skills like mining, building and climbing.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SUNSOFT	GENESIS	AVERAGE	SPRING
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	180	PUZZLE	85%



Help those poor lemmings negotiate their way through all kinds of different and challenging obstacles. See if you can get them to the exit before the time runs out ! They need your help to stay alive.

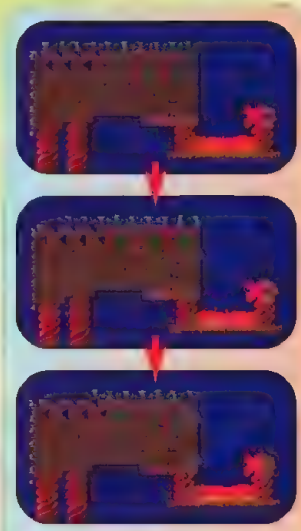
FOLLOW THE LEADER!



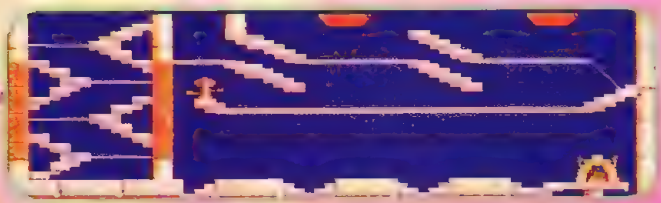
These little critters do not have a clue! What they lack in brains, they make up for in numbers, though! The game Lemmings for the Genesis should hit the stores this Spring, and you should keep an eye out for it The object of the game seems simple enough. You must lead the lemmings to the exit and to safety. This is not as easy as it sounds. Each level offers unique and exciting challenges. The excitement grows as each level becomes more difficult.

To make this cart even more amusing, you can teach the lemmings a variety of skills that will help them to survive. Choose from icons that allow the lemmings to dig, climb, build stairs, block and even explode!

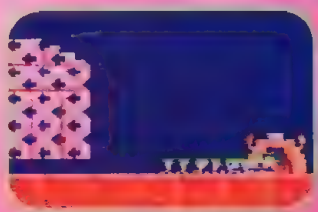
With 180 levels of hilarious game play, the game Lemmings is sure to be a hit. Be careful, Lemmings is addictive!



The lemmings are not exactly the smartest creatures in the world. They have a tendency to march right over cliffs in large hordes!



Mazes like this will seem impossible at first.Try not to get too frustrated because after some practice, it will begin to get easier! You must be both creative and resourceful in order to complete each level as every one becomes harder than the last.



FREEDOM! At the end of each maze, the grateful little buggers march out the exit to safety.

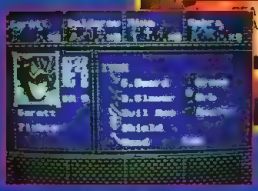
WARSONG



OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE

TRECO







Discover weapons of extraordinary power... and add them to your allies. Given the right lead, a commander can become nearly unbeatable!

Lead an allied army into the heat of battle. You are in command of everyone from magic knights and warlocks to royal foot soldiers.

Maintaining your commanders and their armies is critical for victory in a campaign.

The Dalsis Empire has laid siege upon the Castle of Baltia to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Garette must rally his allies from across the kingdom, and lead their armies in a battle to recapture the sacred sword, and restore justice.

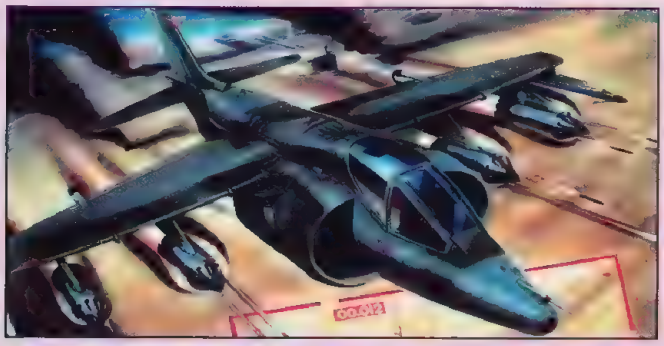
- Strategy Role Playing puts you in full command!
- Watch as armies clash, magic ignites, and monsters devastate!
- Thrill as the tale of Baltia unfolds in the heat of battle!
- Battery Backup saves 4 campaigns!

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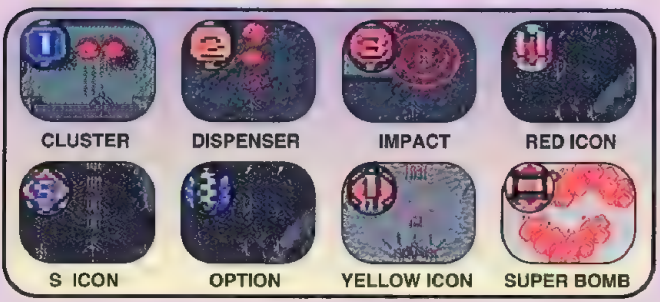
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TRECO

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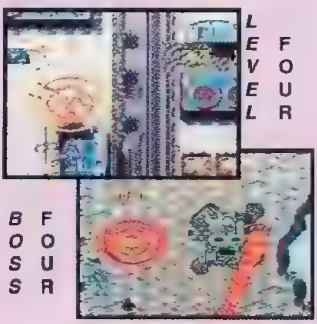
TASK FORCE HARRIER EX











MENACING MISSION

Blast away at an invading force that is planning to air strike your base! This 8-Meg shooter for the Genesis is based on the coin-op classic game of the same name.

The conversion cart is filled with cool power-ups and advanced equipment that you can add to your flying fortress. The most helpful assets of the added arsenals are the escort ships that help you fight off your enemies. You can position these escorts to take the shots that would normally hit you. They act like a shield if they are positioned in front of your plane. In fact, they can be placed in four different positions all around your ship, and they change your speed with each placement.

Several power icons will be at your disposal and you can pick these up by shooting groups of enemies or weapon storehouses that are found along the way. Collect super-bombs that will annihilate the invaders, but the best advice is to save them for the difficult end of level bosses that you must face after a barrage of enemy firepower. Your goal...to protect your base at all costs!!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRECO	GENESIS	MODERATE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	8	SHOOTER	100%

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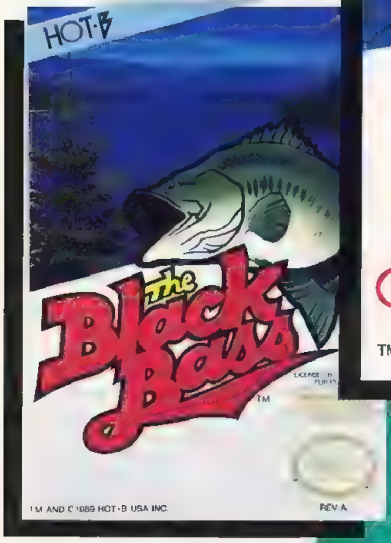
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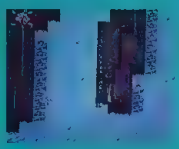
STILL A BIG HIT!











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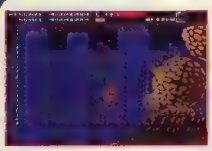
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	RENOVATION	GENESIS	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	ACTION	100%

EARNEST EVANS

THE ADVENTURE OF A LIFETIME!

Many people would think that a cartridge game would not stand a chance when compared against a game on compact disk, but the cartridge version of Earnest Evans proves to be a worthy counterpart to its CD big brother. You play the role of young Earnest Evans, who is the grandson of the world renowned treasure hunter, Dr. Earnest Evans, who made an appearance in "El Viento." Earnest is sent by his grandfather to continue the quest of years past. Two out of three idols still have not been found and it is up to Earnest to find these idols before they are used by the evil Brady Tresidder to summon a being to destroy Earth and rule the galaxy.

The animation of Evans is smooth and he has plenty of moves at his disposal like climbing ropes, running, crawling and using such weapons as the whip, mace, rocks, grenades, etc. Get set to face an assortment of enemies and natural disasters that will keep you from searching for your goal. Beware of booby traps that can be set off by the slightest touch. Live the adventure of Earnest Evans in this cart!



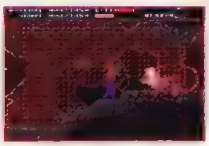
LEVEL ONE

In the first level, the one thing you have to do is grab the key hidden in the upper left hand section of the level. After you defeat the Boss, you have to run for your life because a trap will be set to smash you with boulders.



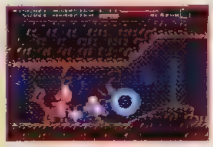
LEVEL TWO

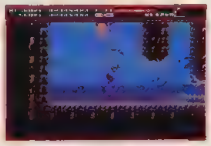
This level is a little more dangerous. Killer vines sprout up from the ground and try to strangle the life out of you. Jump onto the back of the Boss and keep whipping until it blows up. Then, you have to confront the flying head.

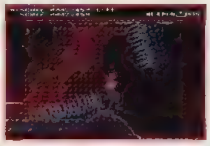


LEVEL THREE

This level is filled with all kinds of death traps and dangerous situations. Also, you will face spiked walls that shoot up from almost everywhere. The Boss is not as mean as it looks. Hit it in the eye while standing on the lower tentacle for best results.



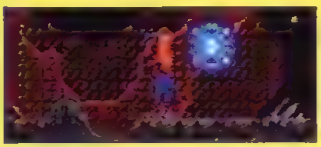












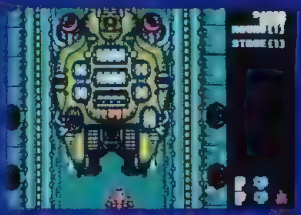
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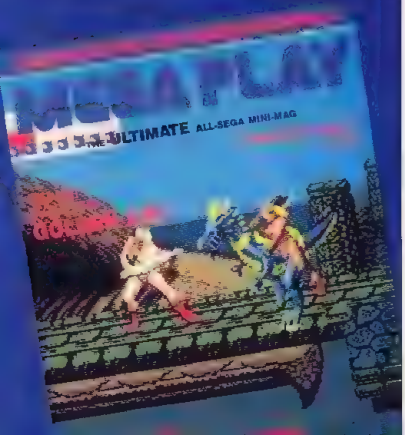
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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	HARD	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	90%

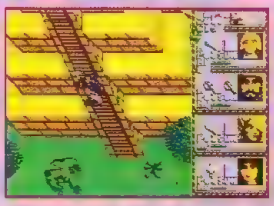
D & D WARRIORS OF THE ETERNAL SUN

THE ATTACK HAS BEGUN!

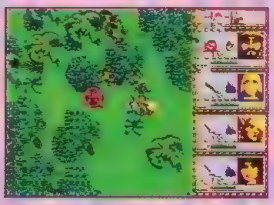
Dungeons and Dragons fans now have THE perfect video version of their favorite role-playing game! Dungeons and Dragons: Warriors of the Eternal Sun!

The King is in a terrible dilemma! The Goblins and demi-humans are attacking the kingdom! Just when this seemed like enough, an earthquake occurred. It ripped a hole in the planet causing the castle to take a plunge into the great abyss. When the people awoke, they found a new world to explore!

The King needs four brave warriors to learn the secrets of this land. As one such warrior, you will cross huge lands in an Ultima-type view. You can check the condition of your character at any time during play! Role playing fans should not miss out on Warriors of the Eternal Sun!



What could be at the top of this pyramid? It is part of your mission to explore the inner sanctum of the pyramid!



The overhead perspective helps you see obstacles!

THE MAINLAND OVERVIEW

Throughout the mainland, you will find all sorts of different terrain like swamps, thick forests and lava lands. The best thing to do is to avoid those areas and concentrate more on the plain areas - simply because they are safer!

-The beastmen camp
-The castle
-North-East cave
-North-West cave
-The cave maze
-Swampland



CHARACTER SELECT

Before you can begin your journey, you must pick four characters from a selection of seven males and seven females! Each character has his or her own strengths and weaknesses! The route of your adventure depends upon the characters you choose!



cleric *fighter* *dwarf* *elf* *magician* *halfling* *thief*

NOW THE POWER 2 FIGHT BACK...

BECOME INVINCIBLE!!

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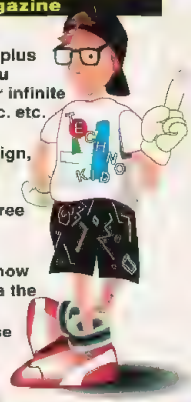
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"The Action Replay is the essential companion for EVERY Megadrive owner.....how can you afford not to have it".....SEGA PRO magazine

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- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!
- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite GENESIS games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. More parameters are available every month - free of charge to Action Replay owners!
- No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
- Also works as an adaptor for Japanese type cartridges. (worth up to $30)



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FACT FILE

MANUFACTURER	SEGA MACHINE	DIFFICULTY	AVAILABLE
RENOVATION	GENESIS	HARD	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6	SHOOTER	100%

DEFEND THE SOLAR SYSTEM!

A hostile alien race with advanced weapon technology is rapidly approaching the planet Earth. Their goal is to rob the planet of its precious resources, destroy the entire solar system and collect the energy from the aftershocks. You are a member of a special defense team and the pilot of the most advanced fighting ship in the galaxy. The ship has the capability of blowing a hole through the most well armored battleships.

Sol-Deace is the next shooter from the designers of Gaiares. The game is called Sol-Feace for the Mega-CD version. Only the music and cinema displays have changed. The bosses are spectacular, and the software rotation is truly out of this world.

While the game really does not have many new or exciting features it is a good game for shooter fans around the world. The high level of difficulty will appeal to diehard gamers. You get fast paced shooting with the power of 16-Bit technology.

AWESOME HIGH POWERED WEAPONS!!!

When you pick up a power-up, the weapon is attached to the section of the ship that you touched. You can spread your blaster shots apart if you go forward and retract them by flying your ship backwards. Try different weapon combinations.

BLASTER



WIDE BLASTER



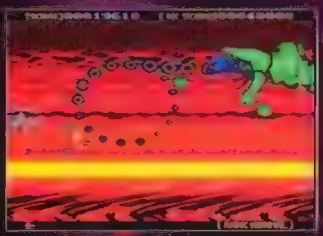
MELT RAY



BURN BULLET









LEVEL ONE

This is the entrance into the alien defense. You will be met by all kinds of enemy ships and defense mechanisms. The Boss has a weak spot and hates the taste of your bullets. Do not stay in front of him too long, or he will reach out and crush you.

LEVEL TWO

Invade the enemy warehouse and destroy the main production facility. Watch out for the mini-bosses because they have a really nasty attitude. You must beat the walker before getting to the control center. Just shoot and avoid the blue fireballs.

LEVEL THREE

This is a giant solar battle that becomes really intense. There are a variety of larger enemy ships that attack you. Watch out for the giant snake, as it will try to smash you into smithereens before you take it on face to face. You are now half way there!



STEALTH

Stealth has an arcade feel and unique innovative features for Mach 5 play!

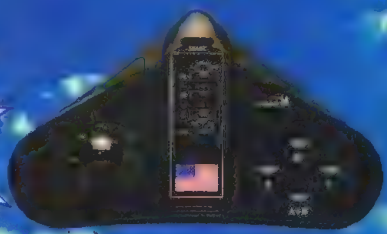


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FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
WORKING DESIGNS	TG CD-ROM	HARD	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
CD-ROM	N/A	RPG	90%

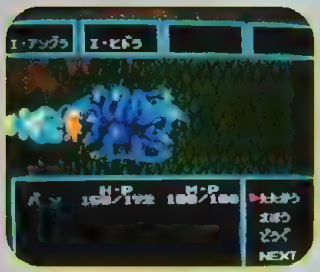
COSMIC FANTASY 2

A LOVE STORY IN SPACE!

In the town known as Shure on the planet Idea, the beautiful bride-to-be, Laura, has been kidnapped by the evil Galam in an attempt to unlock the power contained within Laura's pendant. Van, the would-be husband of Laura sets out with The Cosmic Hunters to rescue Laura and put a stop to Galam's maddening schemes!

Cosmic Fantasy 2 is being released on the Turbografx-16 CD-ROM! Not only does Cosmic Fantasy have the long quest associated with CD games, but there is over 20 animated cinema displays to help unravel the story!

Will Van be able to save Laura from Galam, only you and the Cosmic Hunters can save her!



As you progress further into your adventure, you will come across many strange and dangerous creatures to destroy!



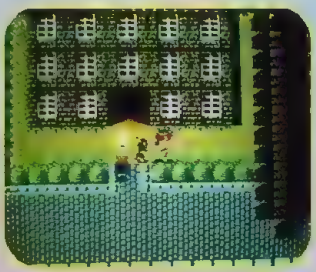
The winged man and the battle knight are just two of the tough opponents you will encounter along the way!



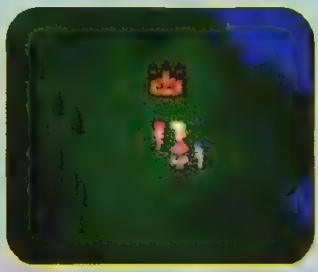
This powerful Red Dragon is just one of the many types of bosses you will have to defeat after completing a mini-quest!



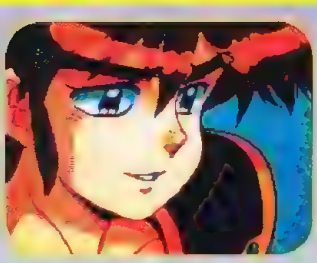
In the course of Cosmic Fantasy 2, you will visit many different towns like this! Enter the shops to purchase equipment!



Some towns have bosses that must be defeated before leaving. This is the mansion to one of them!



Here is Van and the party members outside of a castle. You travel from place to place in great overhead scenes!



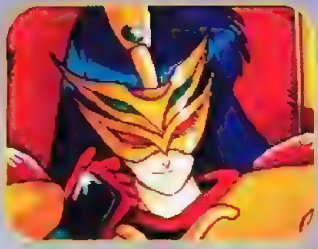
Van of Shura

Childhood sweetheart to Laura and the hero of the story!



Laura

The beautiful intended of Van who is kidnapped by Galam!



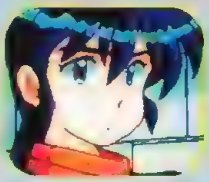
Galam

The power hungry lunatic that kidnapped Laura for her powers!



Biological Cat

A member of the Cosmic Hunters that has an insatiable appetite!



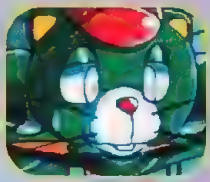
Leader of the C.H.

He offers advise and will join the party to destroy Galam!



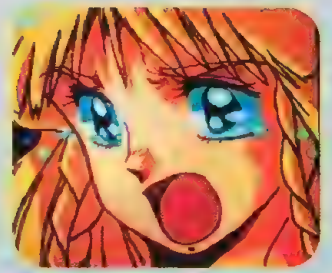
Cadet Babbette

Cosmic Hunter in training and a minor heroine in the story!

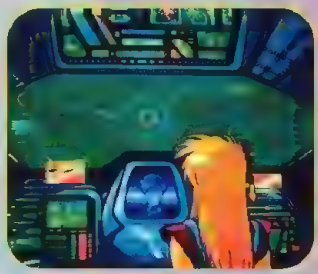


Droid Cat

A member of the Cosmic Hunter team that is an android!





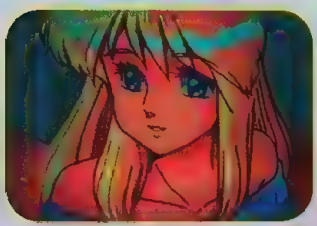


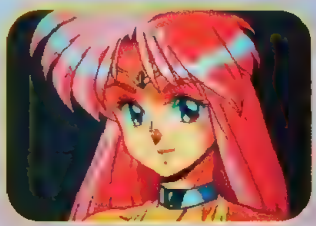


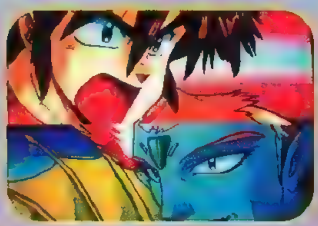
CINEMA DISPLAYS!!

Check out these awesome cinema displays! These are just a few of the many you will see during your important adventure!









FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	U.S. GOLD	GAME GEAR	HARD	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	5+	DRIVING	100%

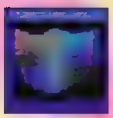
OutRun EUROPA

INTERNATIONAL RACING DOMINATION!

Get ready for one of the most intense translations ever to hit the portable market. Out Run Europa has you controlling more than a simple corvette.

This time you control over five different vehicles that you need to catch a gang of thieves. You can fly through the city streets on vehicles ranging from motorcycles to porsches. With a wide assortment of vehicles, such as jet-skis and speedboats, you will hit the water faster than a speeding bullet! Are your racing skills from the arcade classic up to speed? Get ready for the ultimate test of your driving skills!

LOOK FOR THESE POWER-UPS



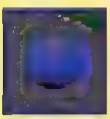
ARMOR
This is what you need to keep your vehicle going!



NITRO
Activate this and your vehicle will get extra speed!

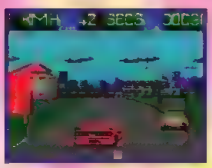


AMMO
The amount of weaponry is detailed here.



EXTRA TIME
Use these to give yourself a boost on your time!

ROAD RACING AND WATER CHASING EXCITEMENT!

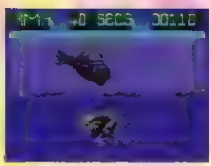


The streets are dangerous, especially when they are filled to the intersection with blazing cars and trucks.





Water areas can be very frustrating. The objects that you must dodge are sometimes the rocks, or even other machines.





At times, you have no weapons other than your fists and your wits! Cars will run you off the road, or jet-ski enemies will ram you!



CHOOSE FROM THE FASTEST OF VEHICLES!











There are loads of different vehicles to obtain through this stunning title. Such vehicles include the jet-ski, speedboat, motorcycle, porsche and the corvette! For outstanding action, some of the vehicles have built in weaponry for damaging vehicles in front of you! Some, though, only allow you to punch the motorcyclists.



CYBERNETIC ENHANCEMENTS!

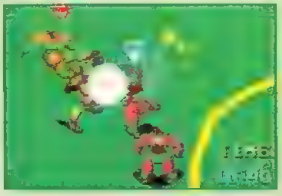




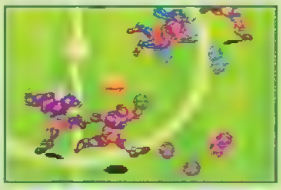
Pick your team and stadium.



Prepare to face-off - soccer style!



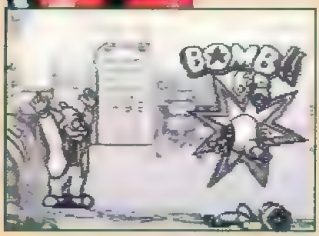
HIGH-POWERED SUPER KICKS!





To the victor goes the spoils...

Check out the half-time show!



FACE-OFF!

Faced with the need for violence and the limitations of the human body, scientists have created the ultimate sports machine. These cybernetic warriors are made for athletic perfection. They are equipped with blasters, hyper-smash kicks, and outrageous moves. Choose from two magnetically enclosed arenas. Pick from eight devastating teams. The headmaster from each team has super-powered kicks that can knock rows of opponents flat! The time has come for tomorrow's sports today!

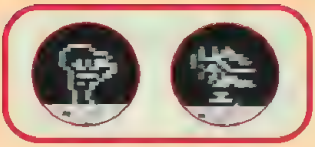
THIS IS NOT JUST ANOTHER SOCCER GAME!

SOCCER BRAWL

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SNK	NEO•GEO	HARD	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
40 MEG	7	SPORTS	100%

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	GAMEBOY	AVERAGE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	6	ACTION	100%

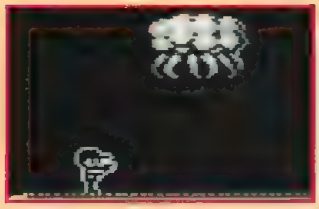


THE ADVENTURES OF STAR SAVER

PREPARE FOR A NEW ADVENTURE

Be prepared to battle for freedom on the GameBoy. The Adventures of Star Saver is on its way, and it really packs a wallop. A whole cartridge full of adventure and intense action on the small screen is presented. Many power-ups are scattered about the horizontal scrolling levels, and each serves a different purpose. One gives you rapid fire, another gives you limited flying power, and yet another gives you a triple shot. The most useful of these power-ups is the grappling hook. The hook is a life saving tool that you can use to get you to a far away platform quickly. Yet, if you fall off of a ledge, it will automatically activate and pull you back up to the ledge; thus, saving you a life. For an intense test of reflexes, try this one by Taito for the GameBoy!

BOSS ONE



BOSS TWO









The first picture is of your character in normal operating mode. When you are hit by an enemy, you are knocked out of your armor, and turn into this little character. He is not powerful, so find this P icon quickly. It will return your armor to you.

LOOK FOR THIS ICON!





IT MAY SAVE YOUR SKIN!

The grappling hook is a nifty tool that will give you a boost back onto a platform if you fall off of it. You get two of these with each icon, or you can use it to the right or left to pull yourself to a platform.

IMPORTANT POWER-UPS!

Look for this icon to defeat bosses easily.



The great super jump gives you limited flying power.



This lets you speed through the level without getting hit.



GUTS AND GLORY

Konami now brings us its famous simulator on the GameBoy. Top Gun: Guts and Glory, is the newest in a series of awesome titles. Following in the footsteps of its big brothers, Top Gun and Top Gun 2 on the NES, this brings the same game play to the small screen. Yet, this time, though, you can choose from four different fighters. The F-14 Tomcat, a Mig-29, a F-16 Falcon or the Stealth Fighter. Take on some of the toughest of the tough jet fighters. The action gets very intense; however, when you get to the real combat scenes. It is the same action you remember from the NES versions.

Battle your way through four dangerous missions until you reach the core of the enemy stronghold. Yet, you cannot expect to attack the enemy's headquarters without knowing how to fly your aircraft. So, go into the training mode and try the one-on-one combat and bombing runs. These will get your skills up to par, so you can take on some tougher enemies.

Another important factor contributing to your success is being able to land the fighter on an aircraft carrier. It takes a little practice, but for fans of the NES versions, it is worth it. Top Gun: Guts and Glory is on its way to a GameBoy near you!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	GAMEBOY	AVERAGE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	4+	SIMULATOR	100%



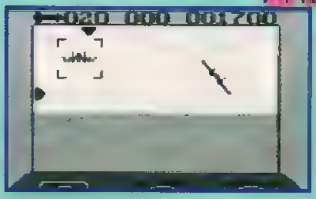


CHOOSE YOUR FIGHTER





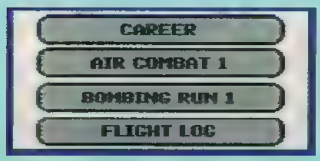
ATTACK!!!





Use strategy to plan your flight patterns and defeat the enemy.

Beware of the enemy attempting to gang up on you.



Select one of these fighting scenarios. Career is your training mission. Air combat and bombing runs are where the real action is!





Contest Winners

Namco Contest from the October issue of EGM

The correct answers for the questions are as follows:

1. *A. Pooke from Dig Dug*
   B. PacMan, Ms. PacMan, Super Pac-Man, Pac-Land, Pac-Mania

The winning name for the nameless Quad Challenge Character is:

2. *"Quadsimoto"*

Our Grand Prize Winner is:
Enrique Garcia, Brooklyn, NY

First Prize -
Rodney Arrington, Sandusky, OH

5 - Second Prize Winners -
Tony Gore, Charlotte, NC; Kendall Thomas, Arlington, TX; Brian Steiner, Hicksville, NY; Chris Thompson, Winnepeg, Man, Can; Brian Pfirrman, Peoria, AZ

15 - Third Place Winners -
Jason Do, Brookline, MA; Tom Garner, Centerville, UT; Matt Wire, Ft Wayne, IN; John Nicoletti, Wantagh, NY; Cedric Raymond, Brooklyn, NY; Joseph Forsythe, Las Vegas, NV; Ben Buchanan, Murray, KY; Lance Crusilla, San Diego, CA; Quoc Bao Do, Glendale CA; Tristan Faber, San Juan Capistrano,CA; Ricky Walroth, Saugus,CA; Chad Moldenhauer, Regina, Sask, Can; Sylvain Gerand, Sherbrooke, Que, Can; Paul Dow, Rio Rancho,NM; Jeffrey Shuster, Rahway, NJ

25 - 4th Place Winners -
Shawn Fink, St. Louis, MO; Chien Nguyen, Hercules, CA; Kevin Blas, Whittier, CA; Richard Yago, Kahului, HI; Josh Renshaw, Battle Creek, MI; Josh Hammond, Canton, OH; Nathan Miniken, Tacoma, WA; Brian Herrmann, Miramar, FL; Shawn Priutt, Cottage Grove, OR; John Finger, Pine, AZ; Michael Lyman, Belleville, NJ; Marcus Jales, Falls Church, VA; Steve Schiffman, Indiatlantic, FL; Bill Reese, Laguna Beach,CA; Andy Lek, San Jose, CA; Rashid Cummins, Bronx, NY; Holly Haynes, Rosedale Queen, NY; Steven Hiller, Honesdale, PA; Joe White Jr., Gary, IN; Kevin Henderson, Albany, GA; Aaron Dennis, Traverse City, MI; Robert Day, Buckeye Lake, OH; Kent Hackett, Plano, TX; Sokun Prek, Toronto, Ont,Can; Lawrence Tolefree, New Bedford, MA

50 - 5th Place Winners -
Jared Smelser, Monroe, LA; Jesse Willmon, Aztec, NM; Jared Hayes, Selma, IN; Jason Gorman, Madison, AL; Matthew Sorenson, Syracuse, UT; Tyler North, Brownell, KS; Michael Dunbar, Charlottesville,VA; Dean Bierig, Waco, TX; Jason Stuk, Grand Blanc, MI; Sultan Cauthen, Upper Marlboro, MD; Rich Childers, Milford, OH; Jeff Kosman, Valparaiso, IN; Michael Platteter, Oxnard, CA; John Beppu, Oxnard, CA; Aaron Kaiser, Gordonville, MO; Jeremy Wildeman, Unity, Sask, Can; Boyd Law, Boston, MA; Josh Hettel, Orlando, FL; Dave Halpern, Short Hills, NJ; Steven Gaffoor, Scarborough, Ont, Can; Paul Kissee, Ozark, MO; Joe Howell, Live Oak, FL; Alfred Ortiz, Maywood, NJ; Adam Wingard, Emienton, PA; Jerry Tucker, Petaluma, CA; Julius Mosley, Burbank, CA; Dan Angeles, San Francisco, CA; Julio Trochez, Bronx, NY; Michael Campbell, Elizabethville, PA; Adam Silva, Espanola, NM; Robert Jenson, Manhattan Beach, CA; Cornelius Tiory, Vermillion, SD; John Helmke, Stevens Point,WI; James Hoban, Washington DC; Andrew Bolton, Los Banos, CA; Mike Neumann, Rogers City, MI; Alan Tsang, Brooklyn, NY; Michael Hamlyn, Richmond, VA; Chris Carron, Norfolk, VA; John Lackey, Kent, WA; Tchecoy Blount, St. Petersburg, FL; Jhory Albeyalde, San Jose, CA; Devin Jackson, Wilberforce, OH; Scott Phillips, Minooka, IL; Bernardo Perez III, Elizabeth, NJ; Robert Bain, Morristown, NJ; Andy Borgealt, Waukesha, WI; Richard Weist, Jacksonville, FL; Jason Hofman, Aberdeen, SD; David Elam, Park Forest, IL; Barrett King, Lincoln, DE

ADVERTISER INDEX

Advertiser	Reader Service Card No.	Page No.
Acclaim	150	9,29,105,127
Accolade	201	31
American Sammy	118	49
Ascii Entertainment	202	33
Asmik	160	53
Bandai America	119	51
BigNet, USA	175	59,59
Bre Software	190	157
Camerica	203	39
Capcom	139	13,65,67
Chips & Bits	134	125
Culture Brain	153	83
Die Hard	131	116-117
Electro Brain	156	85
Electronic Arts	111	10-11,20-21,34-35
Electronic Games	186	157
Enix America	172	79
Gamebusters	231	137
Game Dude	181	158
Game Network	226	161
Game Stuff	219	158
Gametronix	179	149
Game Warriors	229	159
Gamexpress	171	151
Hal America	110	25,27
High Voltage	221	156
HI - Tech Center	230	139
Hot B	128	133
Hudson Soft	109	17,19
Irem America	158	36-37
Japan Exclusives	222	159
Japan Video Games	199	159
Koei	154	43
Konami	146	2(IFC)-3,40-41,76-77,113,119
Namco	140	47
Natsume	126	23
Ocean of America	192	164(OBC)
Renovation	113	69,71,73,75
Sages Creation	112	55-57
Sega(Genesis)	107	81
Software,Etc.	193	6-7
Square Soft	239	14-15
Sunsoft	164	162,163(IBC)
Taito	161	111,115
Tecmo	123	121,123
Tengen	142	45
Treco	195	129,131
Vic Tokai	125	61,63
Video Games of Japan	135	158
Video Replay	132	156
Virgin Games	115	5,86,87

FREE GAME INFORMATION!!

Plus Your Official Entry Form For EGM's FACT-FILE Game Give-Away!!

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then, complete the Survey Questions and you will be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!

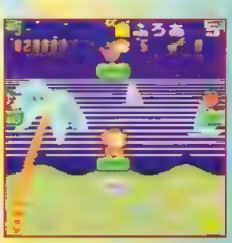
WIN BIG WITH EGM!











Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our April games is May 1!

The following companies are contributing to this contest: THQ, Capcom, Seta, Kemco, Natsume, IGS, Seika, American Sammy, ASC, Camerica, Acclaim, Titus, Electronic Arts, Sunsoft, Treco, Renovation, Sega, Working Designs, U.S. Gold, SNK, Taito, Konami, Tradewest, Atari, Hudson Soft.

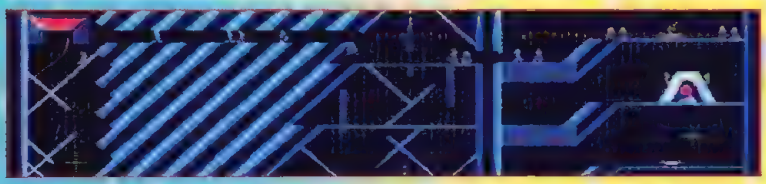
ENTERING IS EASY:

1) Fill out the Reader Service Card.
2) Answer the Survey Questions and Pick the Systems that You Own.
3) Mail your Readers Service Card to:

Electronic Gaming Monthly
P.O. Box 8965
Boulder, CO 80328-8965

Winners will be listed in the June EGM!

Contest Rules: All entries must be received before May 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is $800. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.



JACK'S GREATEST HITS

Jack Nicklaus Golf is one of Tradewest's newest hits for Nintendo's GameBoy.

You can play by yourself or challenge the computer to some intense rounds of golf. After entering your name, you can select the difficulty of the game. Then, press start and choose from four awesome courses including Jack's greatest course.

The action gets hotter and hotter as you progress through the holes, and you can save the game anytime during play, choose a password and continue it later. A couple of nice features of the game are that you can sharpen your putting skills by selecting the putting green option, or you can grab a driver, hit the driving range and practice your driving skills.

All of the same intense fun you gain from the sport of golf is here, from the agony of missing the birdie to the joy of a hole in one! Check out Jack Nicklaus Golf in May from Tradewest! Fourrrrr!

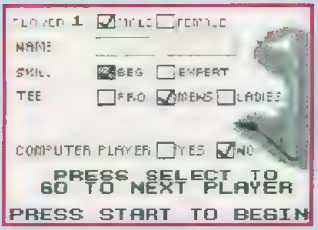
JACK NICKLAUS GOLF

FACT FILE

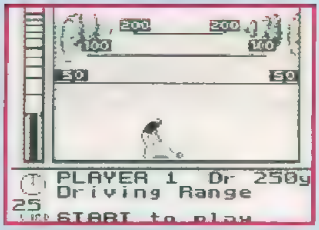
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	GAMEBOY	EASY	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
1 MEG	18+	SPORTS	100%



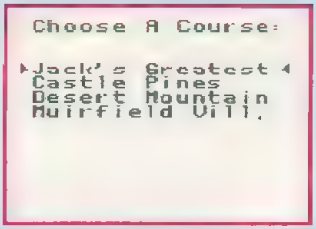
Welcome to Jack Nicklaus Golf!! The great man himself greats you one the beginning screen.



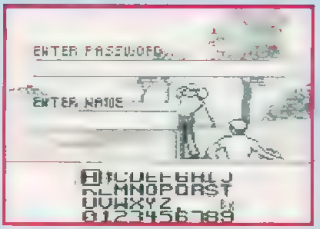
Enter your name and select the player options that appeal to you. You can choose your player level.



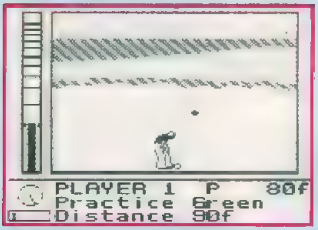
Swing your way onto the driving range and improve your driving abilities. Look out gophers!



Choose your course from an awesome choice of four grueling greens including Jack's greatest.



Enter a password and begin where you left off the last time you played.



Sharpen your putting skills on the practice green before taking to the main course.



Drive your way onto the fairway through carefully planned shots and strategic distance plotting.

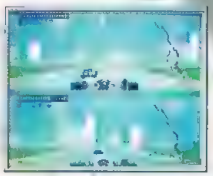


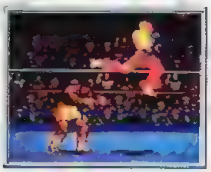
Plan your putts carefully on the green, or you just might miss making the shot of your life.

GAMETRONIX

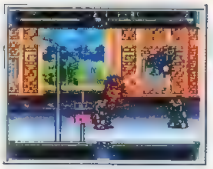
When you buy from GAMETRONIX, you're getting more for your money than just a video game. You're getting a complete staff of video game experts to ensure that you are completely satisfied with your purchase. Whether you need help with a difficult level, insight on the latest quality games, free English translations on all Japanese instructions or a warranty on any Japanese game, GAMETRONIX provides service after the sale. *If you bought it somewhere else, all you got was a video game.*

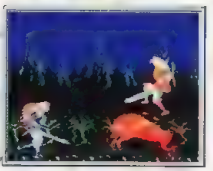
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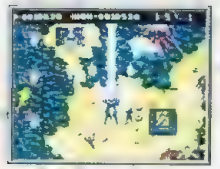

F-1 Hero (M/D)


Flying Warriors (SFC)


Gunforce (SFC)


Last Fighter Twin (SFC)


Legend of Genpei (PC)


Ninja Aleste (MD-CD) (June)

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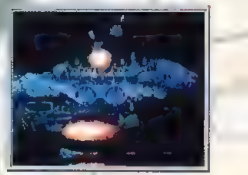
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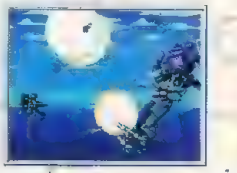
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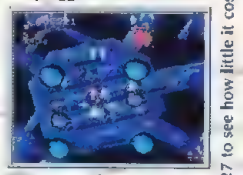
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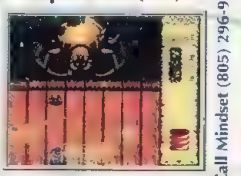
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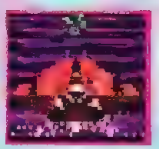
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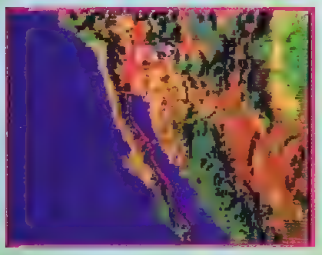
HYDRA

BATTLE AT LIGHTNING SPEEDS

A very good translation from the arcade version, Hydra by Atari for the Lynx is on its way to you, and it looks like a winner. The action involves you as the hero, trying to protect a valuable item from the hands of criminals. The way you do this is by hydroplaning across the water, and protecting your prize item from the thugs chasing you in their speed boats. The action is really fast, and you have got to keep your eye on the water, because there are twists and turns everywhere. When you complete a mission, you are sent to a weapons shop to buy upgrades, or a speedboat. You can also get better firepower to blast away at the enemy, or extra fuel for extra long missions. Plus, you can purchase a booster to "boost" into the air to reach floating power-ups, and avoid enemies below you. Go through tunnels, avoid enemy fire and, above all, you must find extra fuel capsules. If you run out of fuel, the enemy will get the item you are protecting. If you do not find a fuel capsule soon after you are out of fuel, you will lose inertia, and the game will be over.

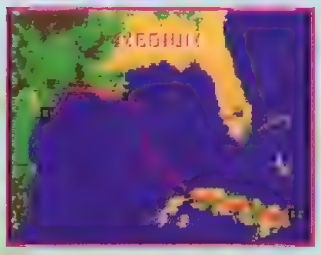
If you have played the arcade version, you will probably like this one, too. If you have not played the arcade version, check this out now!

EASY TRACK



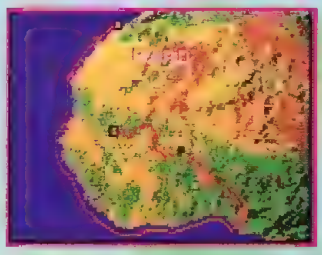
This mission is fairly simple. Just be watchful, and keep your eye open for points. If the enemies get in your way, blast 'em!

MEDIUM TRACK



This is a little tougher, but not by much. Just watch for the enemies, they are greater in number. This mission is a lot longer, though.

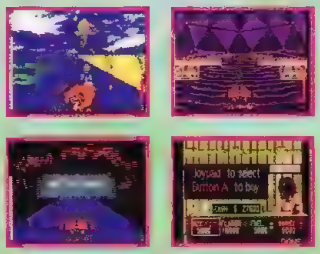
HARD TRACK



This mission is extremely difficult. The action gets really intense, and you are faced with a considerable number of obstacles.



This screen shows you what item you must protect, and where you can find it. On each level there is a different item to protect.



Battle your way through to the end of the level keeping the enemy from getting his hands on the item you are protecting. Then, go to the shop.



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SUPER ADVENTURE ISLAND



THE ADVENTURE OF A LIFETIME!

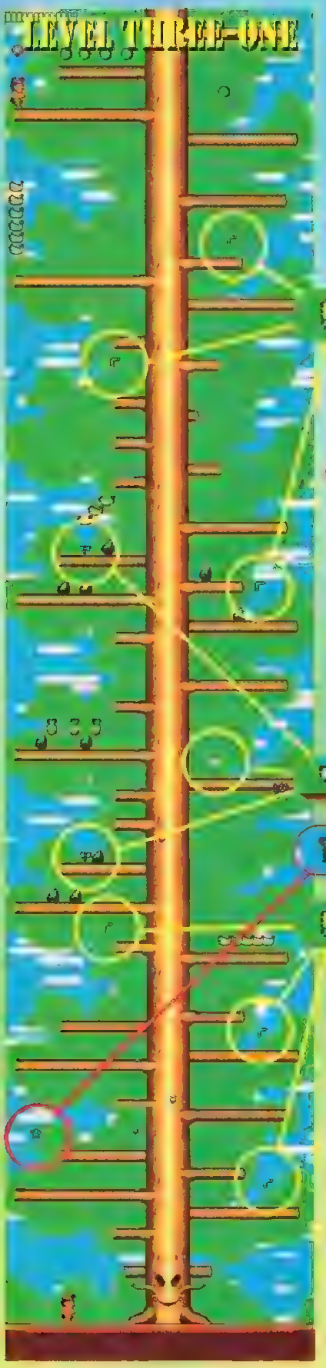
Super Adventure Island is one of the hottest carts available for the Super NES. The graphics are colorful and full of great animation, and the music is some of the best on the Super NES. The U.S. National Video Game Team is here to help you get through this great cart and give you the secrets and techniques to play like a pro. You are Master Higgins and the evil Witch Doctor has once again taken your sweetheart from you. You must go after her and brave 20 levels of wilderness and adventure. We have included special maps and strategies to help you get through the toughest spots in the game. Soak it all in and then go after your main squeeze.

COLLECT THE POWER-UPS TO SURVIVE!





LEVEL THREE-ONE





This level is pretty easy. Your main concerns are the flying insect-men buzzing around the area. Therefore, you will want to keep your hands on a boomerang. The exit is at the top of the tree, so start climbing!

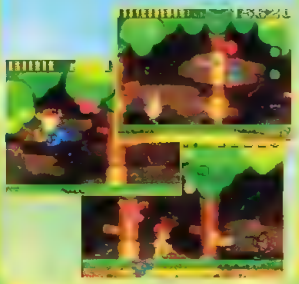
BONUS LEVEL THREE

The first long branch on the right hides the bonus star. Jump up on the very tip of the branch to make it appear.

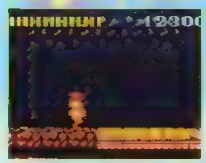


LEVEL THREE-TWO

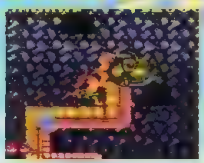
The haunted forest hides many enemies behind its misty cover like the blue dragon heads.



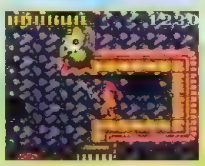
LEVEL THREE-FOUR: YETTANADA BOSS



Here, you face the toughest boss yet! For those of you who have Battletoads for the NES, this wild ride will seem like deja vu! The lava dragon will fly around while you must attempt to remain on its back. Only a Super Jump master will survive this test! Beware the lava spitis coming from holes in the wall.

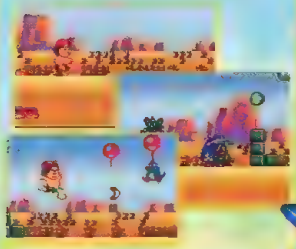






LEVEL FOUR-ONE

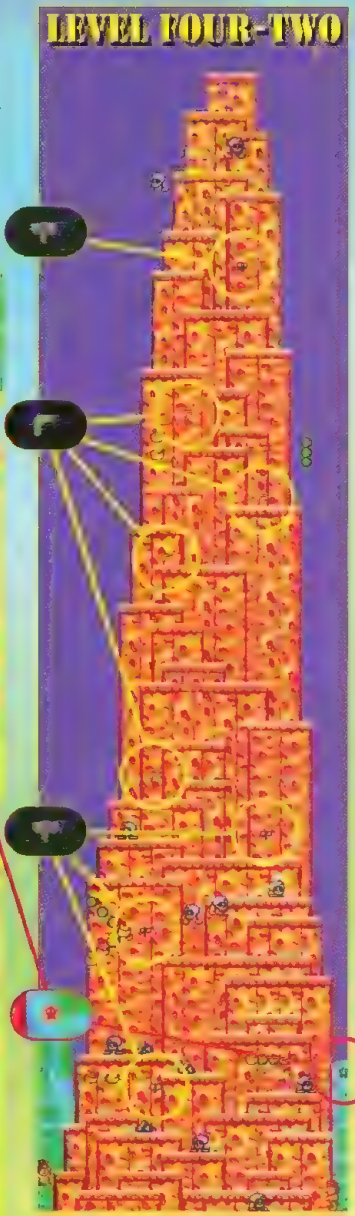
The boomerang is your primary weapon here, with numerous enemies falling from the sky.





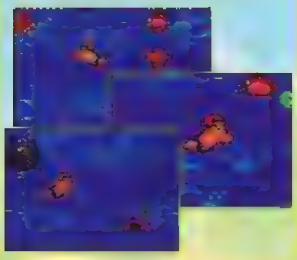
Time to go mountain climbing! The skull men can take two hits. Look for the falling dragon balloons.

LEVEL FOUR-TWO



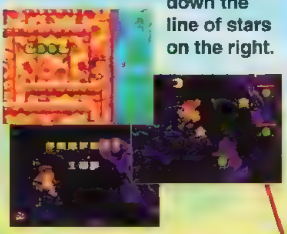
LEVEL FOUR-THREE

This is similar to Level Two-Three. Your main enemy is the electric eel. There are plenty!

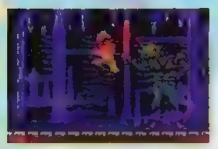


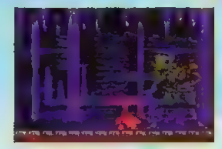
BONUS LEVEL FOUR

This bonus star is located near the beginning by the fifth platform on the right. These jumps are tricky! Fall straight down the line of stars on the right.

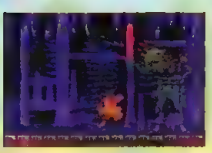


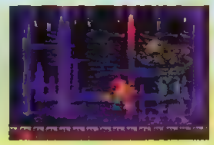
LEVEL FOUR-FOUR: ITZANADA BOSS

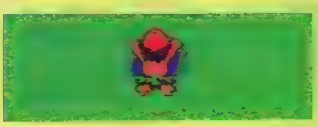


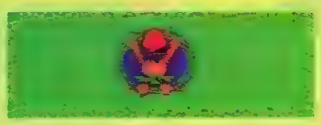


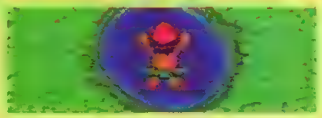
To destroy the fourth boss, you must shoot it in the head. Unfortunately, you need to dodge its sword while doing so. You can duck underneath it if you are too close, but you need to stand just out of range to get a good head-shot in.











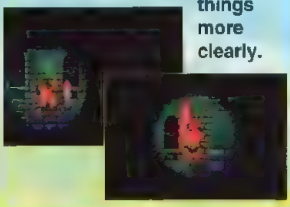
LEVEL FIVE-ONE

The winter-wonderland is filled with flying penguins and voodoo men. The skateboard is located on this level.



LEVEL FIVE-TWO

Five-Two is the dark level. If you turn up the brightness on your television, you can see things more clearly.

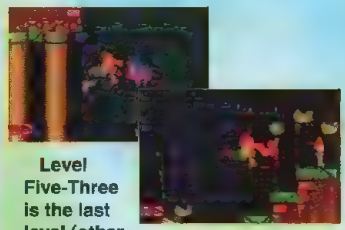




BONUS LEVEL FIVE

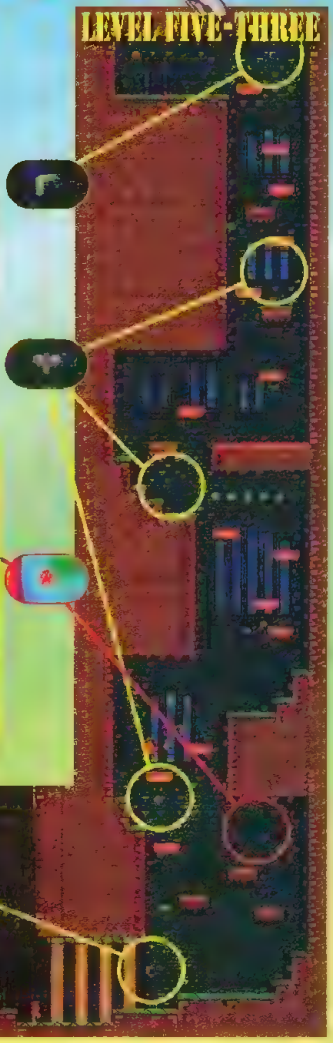
This is the roughest bonus stage. The main object is to not be greedy. You will retrace some of your steps.



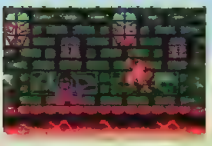


Level Five-Three is the last level (other than the final end boss), and it is also the largest. The blue dragon heads are floating in the sky, and the blobs are patrolling the floor.

LEVEL FIVE-THREE



LEVEL FIVE-FOUR: DA LAST BOSS



First, avoid the little magician as he runs.

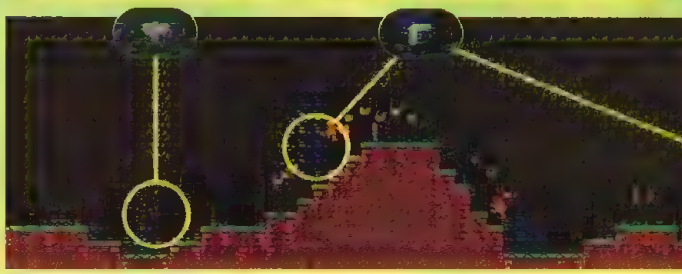
Run underneath the big guy as it jumps.





Let it break a hole in the floor and fall.





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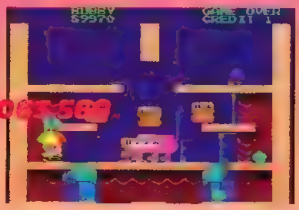
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1. Justin Haworth 83,0[illegible]

2. Benjamin Conradi 5,389,370
3. Omar Rashid 850,210
4. Mark Meadows 781,670
5. Jeff Olsen 699,830

Send Scores For...

TMNT 3

All entries by May 15

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Game	Score	Player
Abodox	655,350	Kelly McKenzie
Adventure Island 2	272,040	Edouard Charbonneau
Batman	6,802,500	Jeff Arensmeyer
Battletoads	999,999	Jason Klinger
Castlevania	999,999	Jeff Adkins
Castlevania 3	999,999	Peter Klaus
Double Dragon 2	9,999,990	Edouard Charbonneau
Dr. Mario	1,022 400	Stephen Krogman
Guerilla War	281,000	Stefan Zarzynski
Heavy Barrel	999,900	Stephen Krogman
Kabuki Quantum Fighter	6,957,990	Edouard Charbonneau
Karnov	701,010	Edouard Charbonneau
Legendary Wings	2,466,000	Stephan Krogman
Marble Madness	147,110	Jason Turka
Palamedes	768,170	Stephen Krogman
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rampage	42,999,963	Stephen Krogman
Road Blasters	999,999	Ralph Barbagallo
Robocop	112,081	Jason Turka
Rolling Thunder	999,900	Stephen Krogman
Sqoon	12,012,210	Glen Stockwell
Super C	9.999,990	David Wright
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	655,781	Gary Gold
TMNT	9,999,900	Chris Nygaard

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Black Belt	999,900	Rob Siegmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
The Ninja	1,924,650	Vince Tennant
Pro Wrestling	996,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R - Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier 3 - D	35,257,970	Dan Lee

GENESIS

Game	Score	Player
Batman	933,600	Todd Bustillo
Buster Douglas	22,250,080	Shea Lamb
Castle of Illusion	29,218,800	John Stukey
Columns	99,999,989	Keith Danforth
Gaiares	1,791,041	Jim Hakola
Ghouls & Ghosts	2,272,300	Rick Lico
Moonwalker	3,365,400	Kin Yu
Musha	155,997,820	Teddy Meadows
Phelios	2,513,640	Tony Desilvey
Shadow Dancer	2,067,000	Mark Langston
Sonic the Hedgehog	9,999,990	Brian Herrmann
Thunder Force 3	7,961,680	John Dekker

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
Arkanoid	1,185,910	Stephan Krogman
APB	1,002,324	Greg Gibson
Diner(Pin)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephan Krogman
Smash TV	12,624,000(1 play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

TURBO

Game	Score	Player
Blazing Lazers	99,999,999	Dale Scordino
Bloody Wolf	35,764,000	Rikky Graham
Bonk's Adventure	999,999	Chris Nygard
Cyber Core	9,999,900	Josh Winter
Dragon Spirit	639,670	Randy Lewis
Galaga 90	1,504,140	Jeff Yonan
Klax	3,460,750	Jonathon Paleologos
Monster Lair	561,090	Paul Cinker
Pacland	2,758,110	Rich Dietz
R-Type	999,800	Chris Nygaard
Space Harrier	31,265,570	Jim Hakola
Splatterhouse	99,999,900	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Yonan

Rules - All scores on TMNT 3 must be received by May 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, Il 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

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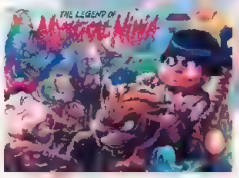
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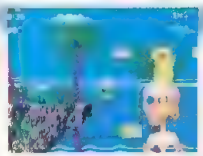
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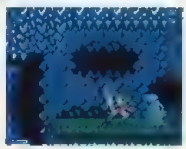
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